



THE OFFICIAL FLIGHT PLAN FROM **NINTENDO POWER**

STAR WARS[®] ROGUE SQUADRON™



OFFICIAL

Nintendo[®]

PLAYER'S GUIDE

YOUR NEW HOPE

THIS GAME TELLS THE STORY ABOUT WHAT TAKES PLACE BETWEEN THE FILMS *STAR WARS: A NEW HOPE* AND *STAR WARS: THE EMPIRE STRIKES BACK*, AND NINTENDO POWER'S OFFICIAL *STAR WARS: ROGUE SQUADRON* PLAYER'S GUIDE TELLS THE STORY OF HOW TO MAKE THE LEAP FROM ROOKIE PILOT TO ACE Flier. PACKED WITH AS MUCH INFO AS C-3PO COULD STORE IN HIS DATA BANKS, THE ROGUE SQUADRON PLAYER'S GUIDE UNCOVERS FLYING STRATEGIES AND SECRET PASSCODES AS WELL AS INFO ON HOW TO SCORE THE SECRET SHIPS, GOLD MEDALS, HIDDEN IMPERIAL TECHNOLOGY UPGRADES AND BONUS LEVELS. BEFORE THE EMPIRE STRIKES BACK, BECOME A FORCE TO BE RECKONED WITH. AND MAY NINTENDO POWER BE WITH YOU.

THE OFFICIAL PLAYER'S GUIDE SQUADRON

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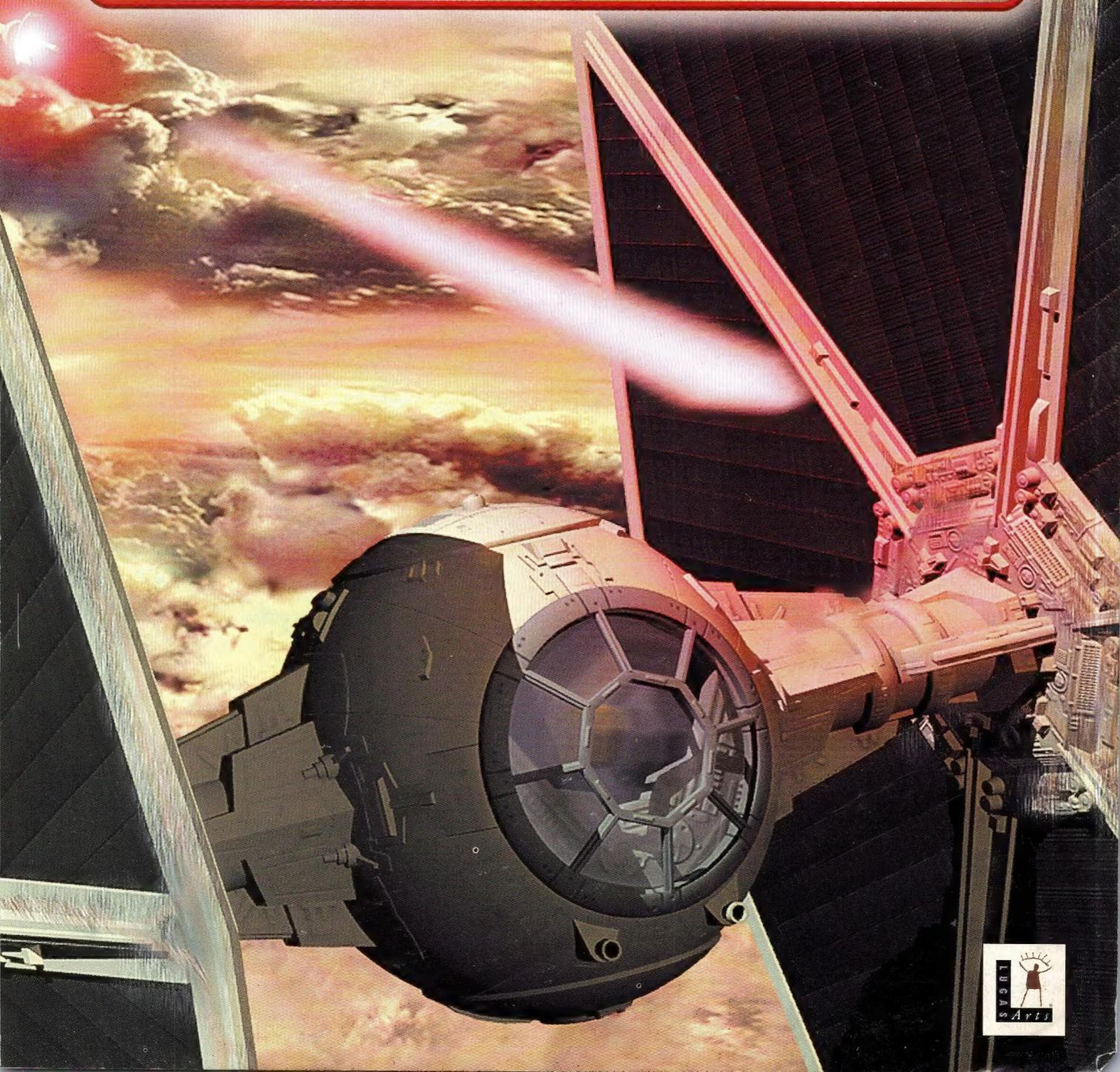
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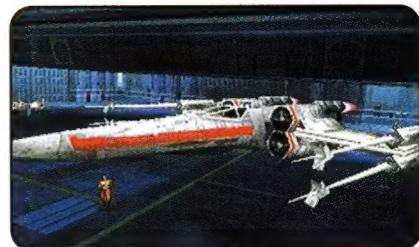
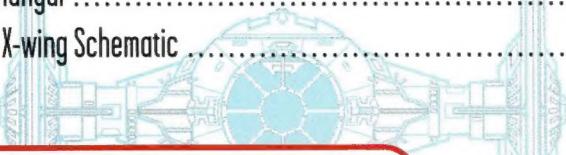
STAR WARS[®] ROGUE SQUADRON[™]



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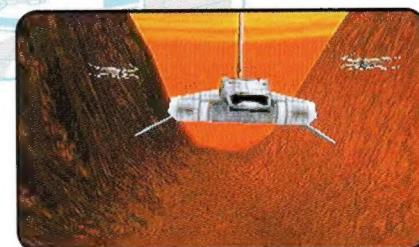
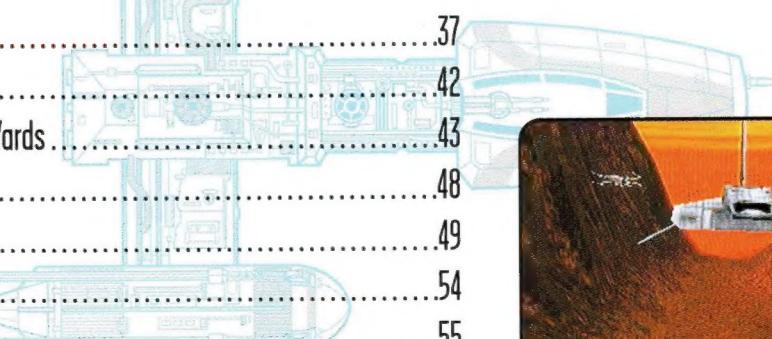
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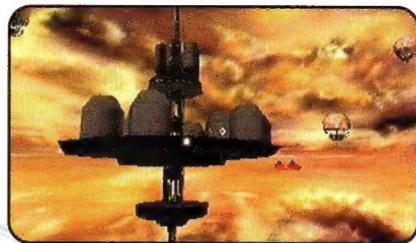
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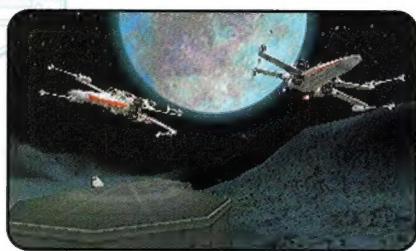


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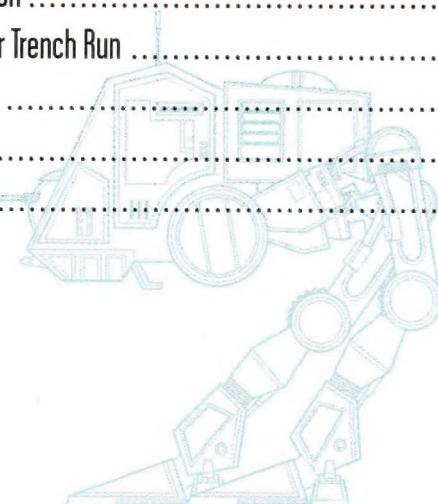
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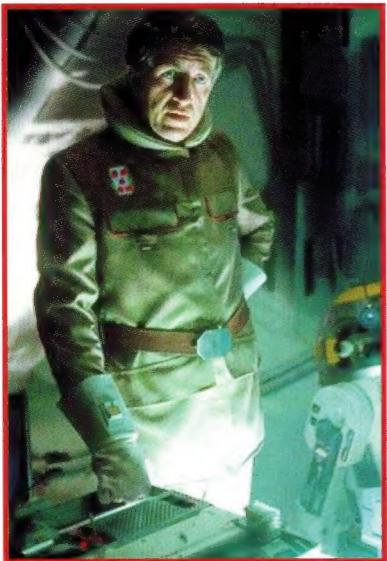
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AS LUKE SKYWALKER, YOU'RE IN DIRECT COMMAND OF ROGUE SQUADRON, BUT YOU TAKE YOUR ORDERS FROM GENERALS RIEEKAN AND MADINE, WHO ARE DEDICATED TO ENDING THE TYRANNY OF THE EVIL GALACTIC EMPIRE AND ESTABLISHING A NEW REPUBLIC.

REBELS WITH A CAUSE



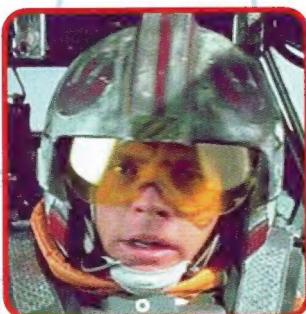
CARLIST RIEEKAN

A wily veteran of the Old Republic army, General Carlist Rieekan is the current commander of the Alliance's combined ground and fleet forces in the Hoth system.

AT THE BATTLE OF YAVIN, LUKE SKYWALKER FIRED THE FATEFUL SHOT THAT DESTROYED THE FIRST DEATH STAR. IN THAT MOMENT, HE WAS TRANSFORMED FROM A HUMBLE MOISTURE FARMER INTO ONE OF THE GREATEST HEROES THE GALAXY HAD EVER SEEN. THE LEADERS OF THE ALLIANCE, RECOGNIZING BOTH LUKE'S SKILL AS A PILOT AND HIS IMPORTANCE AS A SYMBOL, GAVE HIM COMMAND OF HIS OWN UNIT, RED SQUADRON. ALONG WITH WEDGE ANTILLES, ONE OF THE FEW REBEL PILOTS TO SURVIVE THE ASSAULT ON THE DEATH STAR, LUKE GATHERED THE BEST X-WING PILOTS IN THE REBEL FLEET. NOW KNOWN AS THE ROGUE SQUADRON, LUKE AND HIS FELLOW PILOTS ARE THE SPEARHEAD WITH WHICH THE ALLIANCE WILL RENEW ITS BATTLE AGAINST THE EVIL GALACTIC EMPIRE. FOR WHILE THE DESTRUCTION OF THE DEATH STAR WAS A GREAT BLOW TO THE IMPERIAL FORCES, THEY WILL SOON STRIKE BACK IN AN ATTEMPT TO CRUSH THE REBELLION ONCE AND FOR ALL.

ROGUE LEADERS

Rogue Squadron was founded by Luke Skywalker and Wedge Antilles after the Battle of Yavin. The only fighter pilots to survive the Death Star assault, Luke and Wedge continue to be the bane of any TIE squadron. They are the most gifted star pilots the Rebel Alliance has to offer. You will assume the role of Luke Skywalker in all of the missions except in the raid on Mon Calamari. The Battle of Mon Calamari takes place after the Battle of Endor, when Luke has left Rogue Squadron to devote himself to his Jedi studies. You will fly as Wedge Antilles, the new commander of Rogue Squadron, over the crashing waves of Mon Calamari.



LUKE SKYWALKER

Luke Skywalker is credited with destroying the first Death Star and is now one of the Alliance's greatest heroes. He is the current field commander of Rogue Squadron.

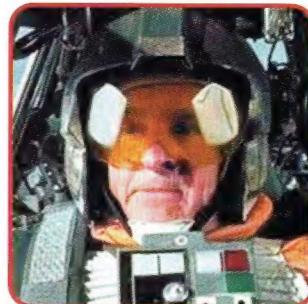


WEDGE ANTILLES

Though a lesser man might resent being in Luke's shadow, Wedge Antilles is comfortable as second-in-command. This native Corellian's priority is not glory, but justice.

ROGUES GALLERY

The Battle of Yavin may have catapulted Luke and Wedge into the limelight, but the Rebellion has also counted on these talented pilots to successfully fly dozens of important, and perilous, missions for the Alliance. The pilots of Rogue Squadron always put the protection of each other above their own personal safety. After the last Imperial crashes to the ground in defeat, the credit for a successful mission is shared among the pilots, no matter who fired the vital shot or downed the final TIE.



ZEV SENESCA

Zev Senesca has been a fighting member of the Rebel Alliance longer than any of the other Rogues. Like Dack, Zev joined the Alliance for personal as well as political reasons.



DACK RALTER

Luke sees something of himself in the brash Dack Ralter. The son of political prisoners, Dack has a personal stake in seeing the Empire destroyed and the Republic restored.



DEREK KLIVIAN

Derek Klivian is not only the squadron's most reckless pilot, he is also its luckiest. He has crashed more starfighters than any of the other Rogues but has always walked away unscathed.



WES JANSON

A skilled pilot and an expert shot, Wes Janson often flies as Wedge Antilles' wingman. This lieutenant is one of Rogue Squadron's most promising young members.

IMPERIAL DEFECTORS

To tighten its hold on the galaxy, the Empire employs horrifying scare tactics on pivotal star systems. While most Imperials staunchly support the Emperor's campaign of terror, disillusioned Imperial officers occasionally break rank and enlist in the Rebellion. Kasan Moor and Crix Madine are two who might be tempted.



CRIX MADINE

Crix Madine can no longer stomach his duties as an Imperial officer and is attempting to defect to the Alliance. His knowledge of Imperial activities should prove invaluable.



KASAN MOOR

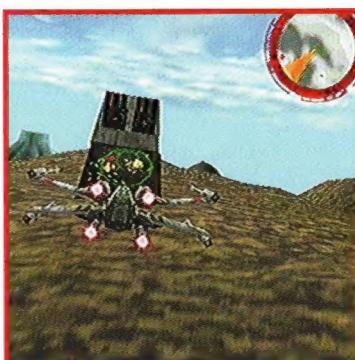
Kasan Moor, one of the Empire's most skilled pilots, had her loyalty to Empire tested when the Death Star obliterated her home world of Alderaan. She is in command of the elite 128th TIE squadron, but her crumbling allegiance to the Empire could force her to defect to the Rebellion.

UNLESS YOU WANT TO GO DOWN FASTER THAN GREEDO IN A SHOWDOWN WITH HAN SOLO, YOU'LL NEED TO SHARPEN YOUR FIGHTING TECHNIQUES. THE FORCE ALONE WON'T SAVE YOU FROM THE EMPIRE.

BASIC TRAINING

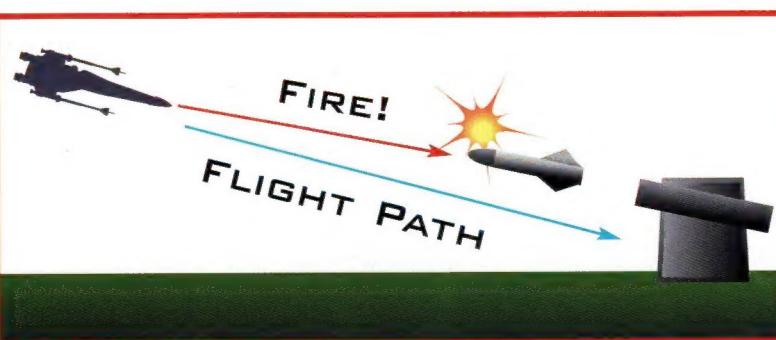
DISABLING IMPERIAL DEFENSES

Though known for its armies of TIEs and walkers, the Empire also boasts formidable stationary units. The Empire's ground defenses consist of two main types of cannon: the turbolaser and the missile turret. The turbolaser is quicker on the draw than the missile turret. The turbolaser is quicker on the draw than the missile turret, but what the turret lacks in rapid fire, it makes up for in accuracy. Loaded with homing missiles, the missile turret fires projectiles that can zero in on even the most wily of ace fliers.



TURBOLASER

Often, a turbolaser will lock on to you as you are approaching to destroy it. As you close in on the turret, the turbolaser will fire directly at you. Since its cannons fire lasers in pulses, you can easily swoop down to dodge the shots. After ducking its lasers, soar back to your original altitude so the cannons won't reposition to a new angle. When they fire again, swoop back down, then pop back up. If you repeat the process while firing, you'll destroy the gun and emerge unscathed.



MISSILE TURRET

The "smarter" of the two main types of Imperial defenses, the missile turret fires homing missiles that a sharpshooting ace may be able to shoot down or outmaneuver. Since they usually pursue targets from behind, it's easier to blast them by charging their source face-to-face. While barreling head-on into a turret, fire directly into its cannons. If the cannon fires, you'll shoot its missile, and if it doesn't fire, you'll land a hit on the turret itself.



TURBOLASER AND MISSILE TURRET

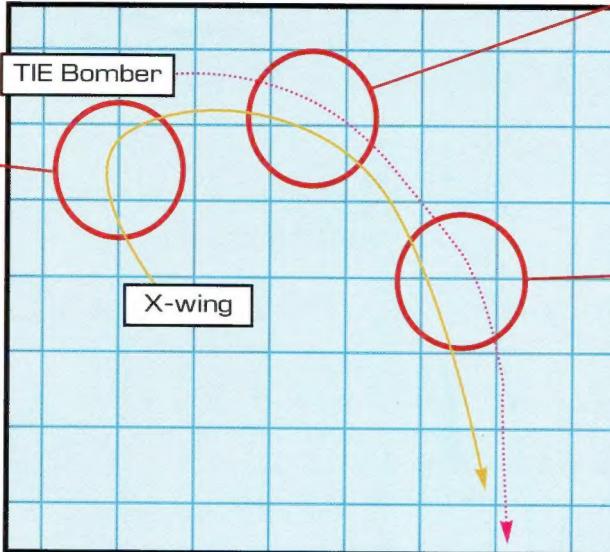
A turbolaser can rotate horizontally 360-degrees to track your ship almost anywhere you fly. While the gun emplacement can persistently track your craft, its dual cannons have limited movement, preventing it from pointing lower than the horizon. Because of this shortcoming, any turbolaser mounted on a slope, such as those found on the Jade Moon, will be unable to attack anything downhill from it.

BONING UP ON DOGFIGHTING

Since most of the battles will take place in the heavens (it is called *Star Wars* after all), getting a leash on dogfighting will keep you on the offensive rather than on the defensive and on the run. Imperial TIEs will usually circle the battle zone to blast you or ground targets. By braking and accelerating to stay at a certain range behind your opponent, you'll be able to keep the upper hand and your foe in your sights.



Apply your brakes to keep enemies away from your blind side and in your sights, then target a ship. In the screen shot above, the pilot has targeted one of the TIE bombers on the left. As the TIE continues on its path to the right, the X-wing banks in the same direction as its target to stay on the inside of the TIE's path.



Stay on the inside of your target's path rather than flying directly behind the ship. If the TIE unexpectedly changes direction, it can quickly fly out of view. By flying inside its path, you'll have more time to react to any sudden moves.



Once you begin to close in on your target, fly closer to its arcing path. Eventually, your target will fly right into your sights.

GOLD MEDAL REQUIREMENTS

Only ace fliers will be able to fulfill all five gold medal requirements unique to each mission, and only as a gold medalist will you be able to gain access to all three secret levels in the game. The requirements for the gold are tight, so take a few recon runs to scout out the routes that will best lower your mission time and increase the number of enemies that come into your crosshairs.

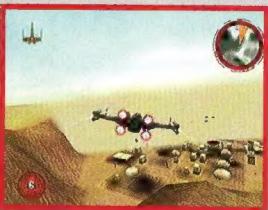
ENEMIES DESTROYED

Any target you eliminate that belongs to the Empire will add to your total. Not limited to only warcraft, turrets and stormtroopers, "Enemies" also include buildings, making Imperial structures sitting ducks for your efforts in boosting your hit count.



COMPLETION TIME

In battle, every second counts, and not a minute should be wasted when warring with the Empire. You'll be rewarded for flying a swift and efficient mission, so fire up your thrusters, close your X-wing's S-foils and mind your radar's orange "hot zone."



ACCURACY

Since the battlefield swarms with friendly Rogues, Rebels and civilians, you'll want to avoid taking imprecise shots. If your accuracy is low, sink shots into large, immobile Imperial buildings. Even if they don't explode, each shot will count as a hit.



FRIENDLY SAVES

The Alliance needs as much help as it can get, so look out for the safety of other Rebels and Rebel supporters. The more civilian buildings, convoy transports and fellow Rogue pilots you protect from harm, the more of a friendly savior you'll be.



BONUSES COLLECTED

To upgrade your ship and fulfill a gold medal requirement, find the yellow power-ups hidden in Corellia, the Jade Moon, the Imperial Construction Yards, the Prisons of Kessel, Taloraan, Fest, Chandrila, Sullust, and the site of Moff Seerdon's Revenge.



AT THEIR DISPOSAL, THE ROGUES HAVE A DEFAULT SHIP THEY MUST FLY TO COMPLETE THEIR EARLY MISSIONS. AS THEY COMPLETE MORE MISSIONS, MORE SHIPS WILL BECOME ACCESSIBLE.

THE HANGAR

X-WING

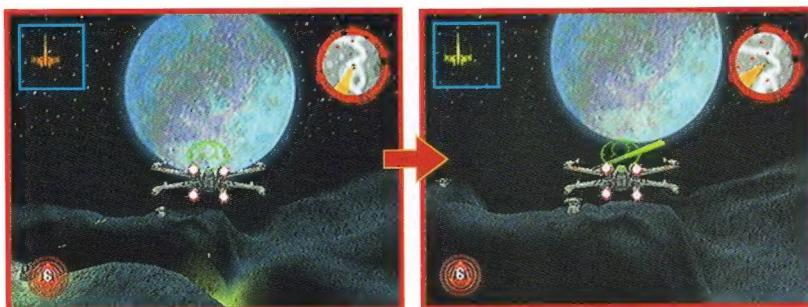
The backbone of Rogue Squadron's fleet of spacecraft, the X-wing is the most well-rounded of the Rebels' bevy of ships.

Balancing speed, maneuverability and shields, the ship that is famous for destroying the Death Star will also gain notoriety for being the Rogues' ship of choice.



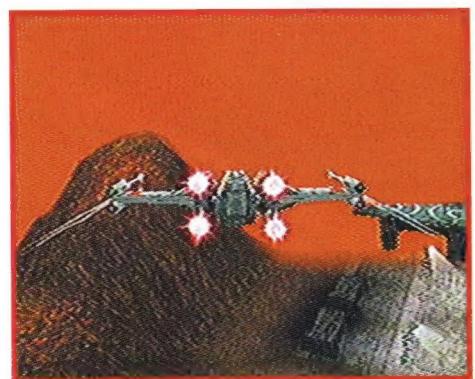
ASTROMECH DROID

Unless you've heard Luke cry "I just lost Artoo!" your on-board droid will be able to make repairs to your ship. Only the X- and Y-wings carry R2 units, and before your Damage Indicator can enter the sorry red zone, the droid will slowly begin repairs to put your ship back in the shipshape green.



S-FOILS

Depending on the position of its double wings, or S-foils, the X-wing is able to achieve either tight maneuvers or high speeds. When closed, the S-foils disable the ship's blasters while cutting down on drag, allowing for travel at greater velocities. For slower but more agile aerobatics, open the S-foils.



ARMAMENT

PROTON TORPEDOES

The proton torpedoes are more powerful than the X-wing's basic blasters and ideal for slow or stationary ground targets. An X-wing can carry only a limited supply, so unload them only if you know you can make the hit.

Rapid Fire Yes
Homing Ability No



ADVANCED PROTON TORPEDOES

To upgrade the power of your proton torpedoes, find the power-up hidden in Corellia. With the new Imperial Technology in your arsenal, your torpedoes will nearly double the destruction they deal.

Rapid Fire Yes
Homing Ability No



SEEKER PROTON TORPEDOES

By finding the power-up in Fest or Sullust, you can turn your X-wing's proton torpedoes into homing missiles. Press the left C Button to bring up your sights, then press it again to fire when the red target box appears.

Rapid Fire No
Homing Ability Yes





A-WING

One of the fastest Rebel starfighters, the A-wing is able to match the top speed of a TIE interceptor. Its secondary concussion missiles are appropriately speedy, but the A-wing lacks substantial shield power.

ARMAMENT

CONCUSSION MISSILES

Considerably weaker than the X-wing's proton torpedoes, the A-wing's concussion missiles compensate by traveling at greater speeds to give their targets little time to dodge their trajectories.

Rapid Fire
Homing Ability

Yes
No



ADVANCED SEEKER MISSILES

Locked away in the Prisons of Kessel, the advanced seeker missiles upgrade will enable the A-wing missiles to home in on targets. Paired with speed, the homing ability will make the missile difficult to outmaneuver.

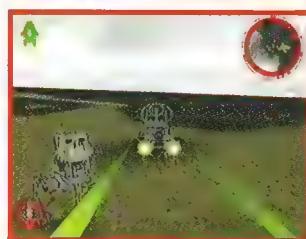
Rapid Fire
Homing Ability

No
Yes



MANEUVERABILITY

As one of the easiest ships to pilot, the A-wing can swiftly perform barrel rolls, turn sharply and climb steep angles, securing it a spot on the A-list of ships for rookies who are just earning their wings.



Y-WING



The Y-wing sits at the end of the Rebels' alphabet of ships when it comes to speed and maneuverability. About as graceful and controllable as a Hutt on a dewback, the Y-wing drives like a boat while its strong shields and R2 unit help keep it afloat.

BOMBS

The Y-wing is a venerable workhorse that, despite its sluggish pace, is ideal for attacking ground units. As it putters along, the Y-wing can dump bombs from its limited supply of explosives.



ARMAMENT

ION CANNON

A blast from the ion cannon will surround a target with blue lightning, indicating that it has crippled whatever is in the Y-wing's sights. By using the cannon, you can disable enemy craft such as trains.

Rapid Fire
Homing Ability



BOMBS

By pressing the left C Button, you'll activate the bomb targeting system. Since forward momentum will carry the bomb, press left C again right before your crosshairs reach your target to land a direct hit.

Rapid Fire
Homing Ability



ADVANCED BOMBS

The advanced bombs power-up lies in the Imperial Construction Yards and Chandrila. By finding the Imperial technology in either locale, you can increase the potency of your bombs.

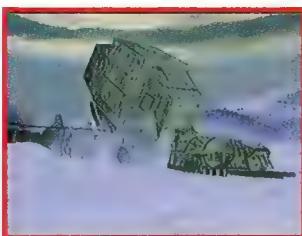


AIRSPEEDER



TOW CABLE

The airspeeder is the one craft capable of bringing an AT-AT to its knees. When the ship is close enough, fire the cable into the walker. By harpooning it and flying three times around its legs, you'll make the AT-AT fall down and go boom.



Best known for its triumph against Imperial AT-ATs on Hoth, the Incom T-47 is smaller and less aerobatic than most Rebel ships. Entirely unprotected by shields, it relies on sheer speed to avoid enemy fire.

DOUBLE BRAKES

Pilots cannot upgrade the airspeeder with power-ups, so they'll have to make do with what the ship already has, such as its two sets of brakes. When using the default Controller setup, the Z and R Buttons will each activate a brake. A brake used alone will slow the ship slightly, while both used in tandem will slow the ship even more. To have greater control of your ship when circling a walker, apply the inside brake while holding the A Button accelerator.

V-WING

The V-wing airspeeder can overheat if its special jets or cannons are overused. To activate the cannon's rapid fire mode, hit the bottom C Button so the V-wing's slow-firing cannons will briefly spew a quick stream of lasers.

SCRAM JET

While the A-wing's cruising speed is billed as the fastest of the Rebel ships, the speedy V-wing can give it a run for its money since the "V" model is equipped with a scram jet. By pressing the right C Button, you will activate the V-wing's booster engine, giving the ship a quick burst of extra speed.



ARMAMENT

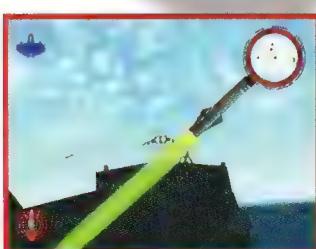
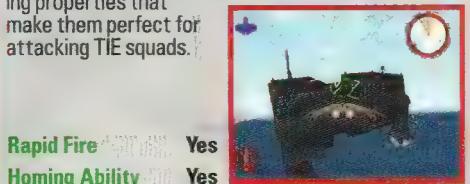
CLUSTER MISSILES

To destroy a large number of enemies, especially groups of turrets or buildings, unleash a cluster missile, a projectile that, once launched, splits into a spray of seven missiles.



SEEKER CLUSTER MISSILES

For a more spectacular display of fireworks, snag the seeker variety on Thyferra, the site of Moff Seerdon's Revenge, to endow your missiles with homing properties that make them perfect for attacking TIE squads.



INTO RANKS

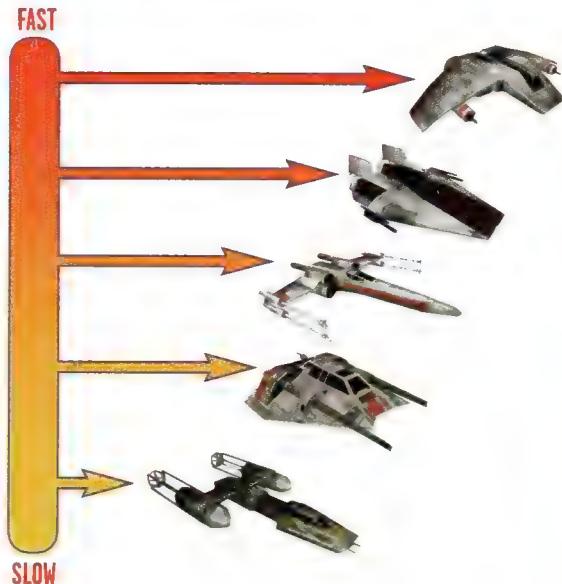
For every mission, there is the perfect ship that has the ideal mix of speed, handling and firepower. To figure out which ship is best for the mission you're undertaking, set your sights on the charts below that illustrate how each of the five basic crafts measures up.

SPEED COMPARISON

To win the medals that will earn you access to the cockpits of the hidden ships, you'll need a quick ship, but there's something to be said about a slow and sure ride. The Y-wing may be the slowest in the Rebel fleet, but its bombs and ion cannons can be crucial in battle. Moreover, the fastest ship in the hangar, the V-wing, has its tradeoffs, since it can maintain its superior top speed for only short bursts before its jets overheat.

TURNING & BRAKING COMPARISON

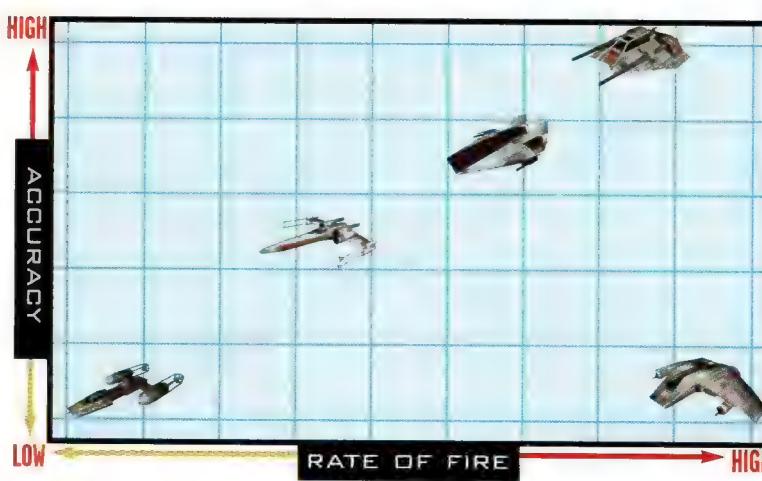
Steering and handling can also affect your performance in a mission. Good braking paired with sharp turning will improve your ship's overall maneuverability, and some missions, especially those in which stationary targets or dogfighting TIEs come into the picture, require nimble and agile steering. Again, the Y-wing suffers by comparison, but only this slow but stable ship can bomb and disable targets.



TURNING & BRAKING	X-wing	A-wing	Y-wing	Airspeeder	V-wing
TURNING ABILITY	Medium	Sharp	Wide	Sharp	Sharp
BRAKING ABILITY	Good	Medium	Good	Good	Medium

BLASTER CANNON COMPARISON

The blaster cannons are the Rebel ships' primary weapons, and they can fire an unlimited number of shots. The lasers cannot lock on to targets like the upgraded versions of the secondary weapons, so take the ease of marksmanship into consideration before blasting off in any of the ships. The lasers' rate of fire also comes into question, and if you're a sharpshooter, you may want to link your A- or X-wing's blasters to deal more damage at one time rather than fire a rapid succession of shots. By far, the fastest shooter is the V-wing, but its rapid-fire mode works only in intermittent bursts before overheating.



X-WING



The X-wing is the Alliance's primary starfighter and Luke Skywalker's ship of choice. The ship's uniquely designed double-layered wings earned it its name. At the tip of each double wing, or S-foil, is a laser cannon that can blaze a path through any battleground. The frame of the X-wing is equipped with proton torpedo launchers that can devastate a target in only a few hits. The X-wing's incredible maneuverability allows a skilled pilot to avoid ground fire and to be a formidable opponent in a dogfight. And, in the event the X-wing is caught in laser fire, its titanium alloy hull can withstand several minor hits.



CLASS

Incom T-65B X-wing Space Superiority Fighter

SIZE

12.5 m long

SPEED

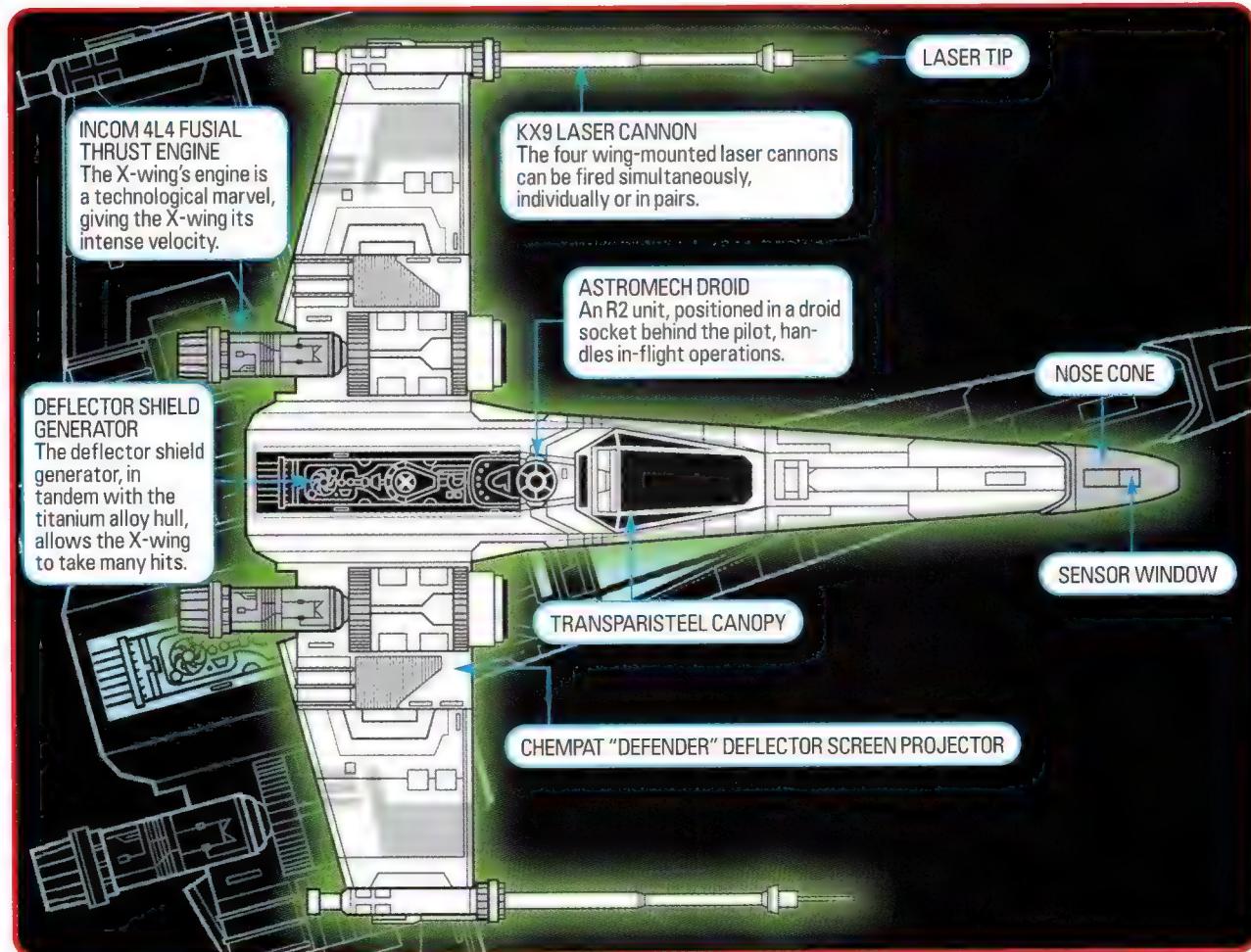
80 MGLT or 1,050 km/h in atmosphere

CAPACITY

1 pilot, 1 Astromech droid

WEAPONS

4 laser cannons, 2 proton torpedo launchers



CHAPTER ONE

STAGE 1: AMBUSH AT MOS EISLEY

Six months after the destruction of the Death Star, war continues to ravage the galaxy. To defend the Alliance against Imperial threat, Luke Skywalker forms the Rogue Squadron out of the Rebellion's elite pilots.





RISE AND SHINE, WEDGE. LET'S TAKE A NOSTALGIC RUN THROUGH BEGGAR'S CANYON. BE SURE TO KEEP YOUR EYES PEELED FOR ANY SUSPICIOUS ACTIVITY, OTHER THAN THE USUAL LOWLIVES THAT FREQUENT MOS EISLEY. IMPERIALS HAVE BEEN SPOTTED IN THE AREA.

MISSION OBJECTIVES

- PROTECT THE HOMESTEADS
- DESTROY THE PROBE DROIDS
- PROTECT MOS EISLEY
- ELIMINATE THE IMPERIAL FORCES

MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	5:00	4:00	3:00
ENEMIES DESTROYED	27	27	31
ACCURACY	5%	10%	15%
FRIENDLY SAVES	45	49	50
BONUS COLLECTED	0	0	0



NULLIFY THE IMPERIAL PRESENCE ON TATOOINE

Imperials had never had much interest in Tatooine, but ever since Luke Skywalker became a thorn in their side, they've kept an eye on his scorched home planet. Now, acting on a tip from an unsavory bounty hunter, the Empire has dispatched a horde of probe droids and TIE bombers to root out Rogue Squadron. The probe droids are terrorizing homesteads, searching for any clues to Skywalker's whereabouts. Luke and Wedge must blow up the probe droids and save the colonists before engaging the formation of TIE bombers that is attacking Mos Eisley.



ENDORIAN, TATOOINE. THE REST OF ROGUE SQUADRON IS SITTING AT MOS EISLEY SPACEPORT. THEY WILL TAKE AN EARLY MORNING BOMBING RAID ON IMPERIAL BASES IN BEGGAR'S CANYON.

USE THE RADAR

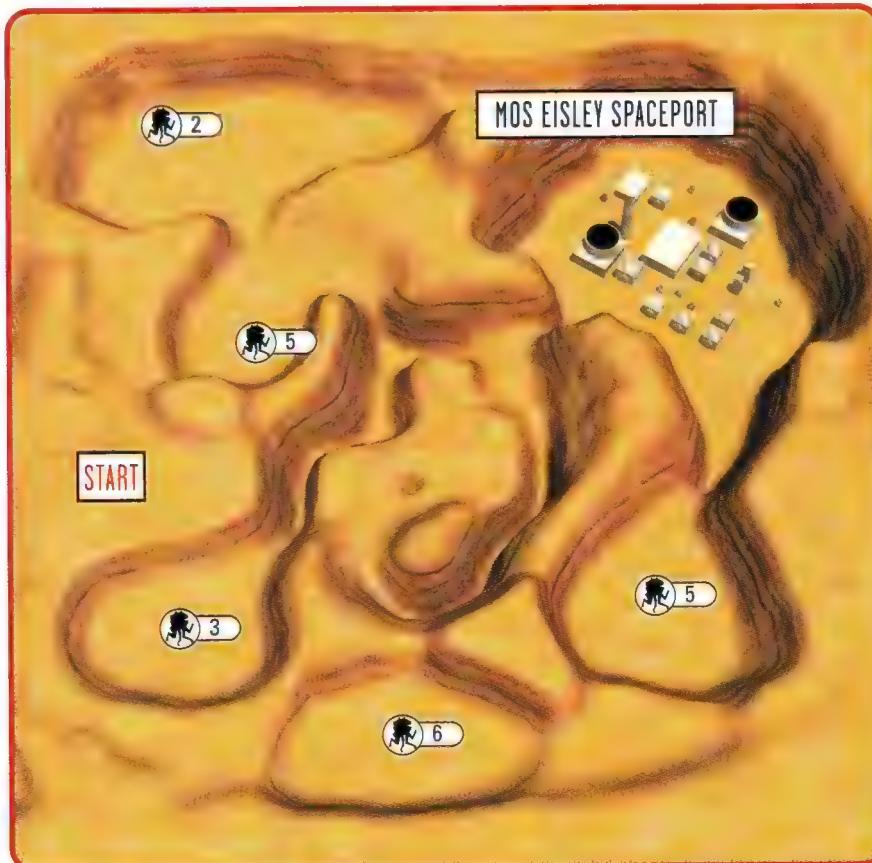
The radar system is located in the upper-right corner of the screen. Enemies are displayed in red, while allies are green. The orange cone always points to the next area of action, and when the cone points straight up, you are flying in the direction of a batch of enemies.



The orange cone is your guide to completing objectives. After you've wiped out all the Imperial forces in the area, it will point itself to the next area of the mission you must report to.



PROBE DROIDS



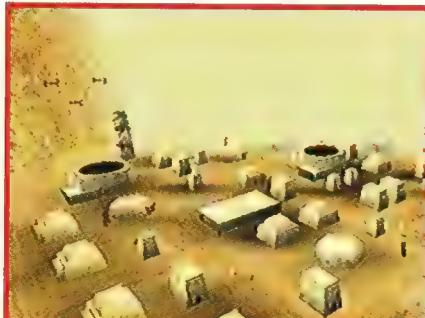
DESTROY THE PROBE DROIDS

You'll find the probe droids in batches, often hiding in valleys where homesteaders have settled. The small size of the Imperial droids makes them difficult to target from far away. Fortunately, the probe droids have limited movement, and as soon as you get them in your sights, a few blasts will destroy them. Be sure to zero in on the droids firing on the homes first, because losing any Friendly Saves will hinder your score.



ELIMINATE THE IMPERIAL FORCES

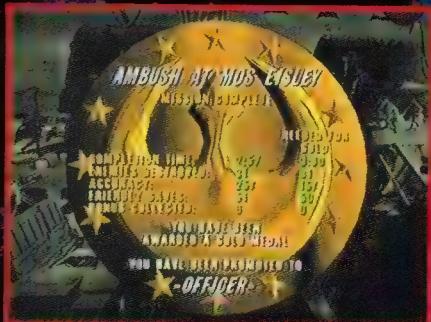
As soon as you've turned the probe droids into smoldering wreckage, turn your attention to Mos Eisley. Close the S-foils to get there sooner and shave precious seconds off your mission time. Once you reach the spaceport, slow down and target the second formation of TIE bombers. Not only are they chasing your wingman, but you'll be able to get a bead on them sooner than the first TIE Squadron. After you shoot them down, you can make a pass over Mos Eisley and fall in behind the other TIE bombers, making them easy pickings.



GOLD MEDAL STRATEGIES

ANY LETTER WILL DO

While you can earn the gold medal with the X-wing, the A-wing or the V-wing, the A-wing's scramjet will get the job done fastest. If you have collected the seeker cluster missiles from Thyferra, you can take down all six TIE bombers with one well-placed shot. And to find all 31 Imperials you need to shoot down, veer away from your radar cone after you've destroyed the fourth array of probe droids. In a ravine to the left, take out the four stormtroopers before returning to the mission.

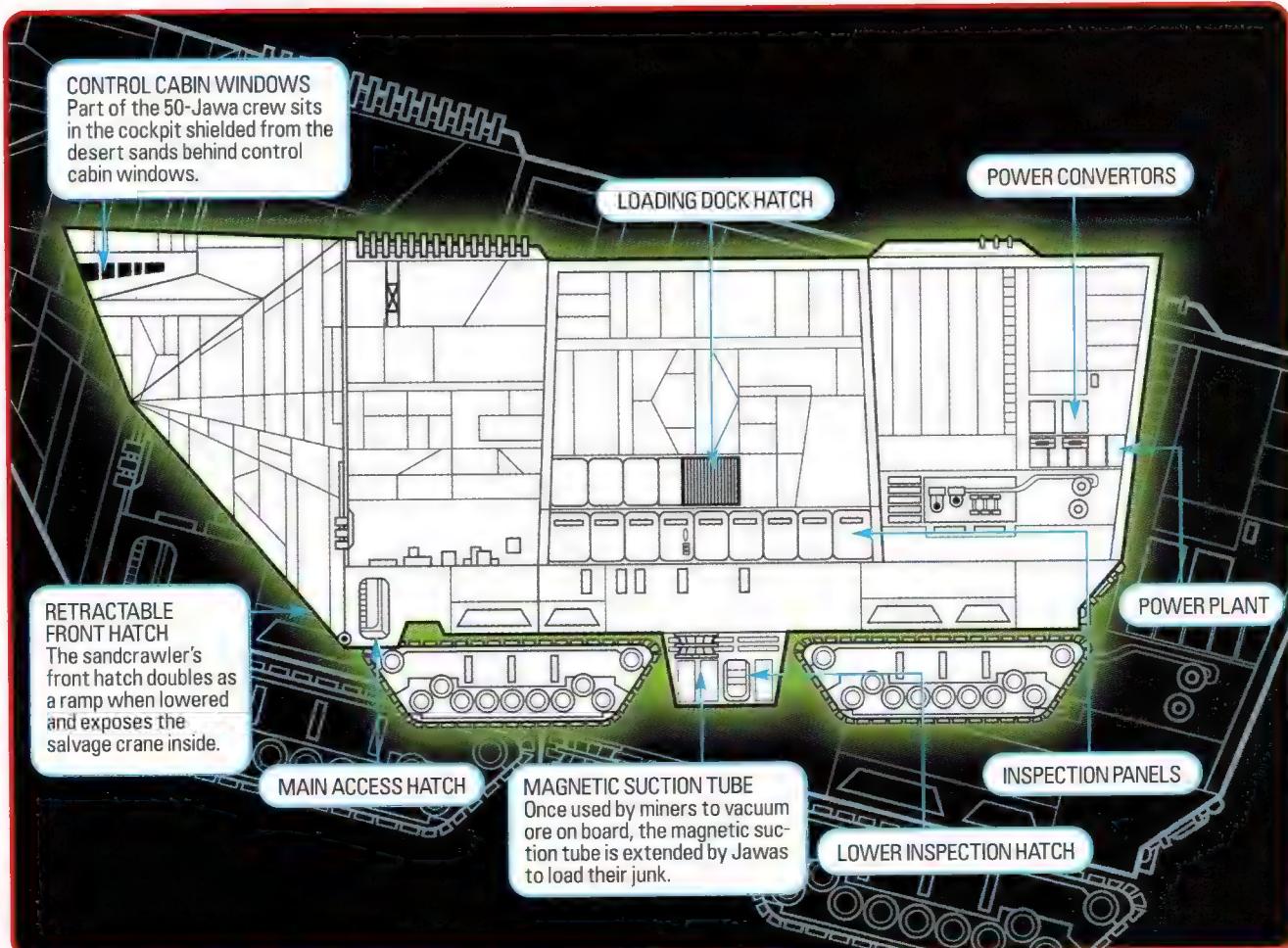


SANDCRAWLER

After Tatooine's first settlers abandoned the sandcrawlers during a failing mining venture, the scavenging Jawas took over the massive transports to salvage the vehicles for their own use. With the virtually unstoppable sandcrawler's near-impenetrable hull, the tiny desert-dwelling Jawas are now able to safely explore Tatooine's wastelands for droids, scrap metal, spare parts and other throwaway items. The sandcrawler is sorely outdated, but its sturdy design serves the diminutive Jawas well. The vehicle can carry up to 40 metric tons of miscellaneous cargo in its mammoth hull, and, with its nuclear fusion engines and eight heavy-duty treads, the former mining car is able to heave the loads across Tatooine's sandy dunes.



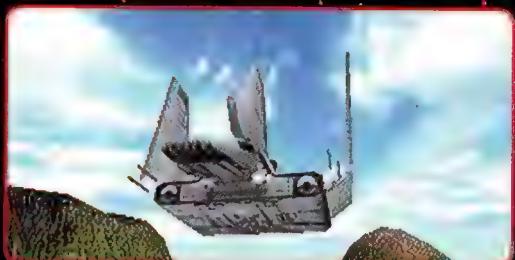
CLASS	Modified Corellia Mining Digging Crawler
SIZE	20 m x 36.8 m
SPEED	30 km/h
CAPACITY	350 Jawas, 1,500 droids
WEAPONS	none



CHAPTER ONE

STAGE 2: RENDEZVOUS ON BARKHESH

With the recent resurgence of the Empire, Rebel supplies have grown scarce, but Barkhesh has become a bastion of new hope. In the first step to quash the Empire's second coming, local resistance has mobilized a convoy of Rebel goods.





THE RESISTANCE ON BARKHESH IS SHIPPING REBEL SUPPLIES, BUT THE TRANSPORT CONVOY MUST TRAVEL THROUGH IMPERIAL TERRITORY TO REACH OUR RENDEZVOUS SHUTTLE. THE ALLIANCE IS DEPENDING ON YOU TO ESCORT THE CONVOY AND ENSURE THAT THE SUPPLIES REACH THE LANDING ZONE.

MISSION OBJECTIVES

ESCORT THE SUPPLY CONVOY TO SAFETY

MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	5:45	5:45	5:45
ENEMIES DESTROYED	20	25	30
ACCURACY	20%	30%	40%
FRIENDLY SAVES	5	8	19
BONUS COLLECTED	0	0	0



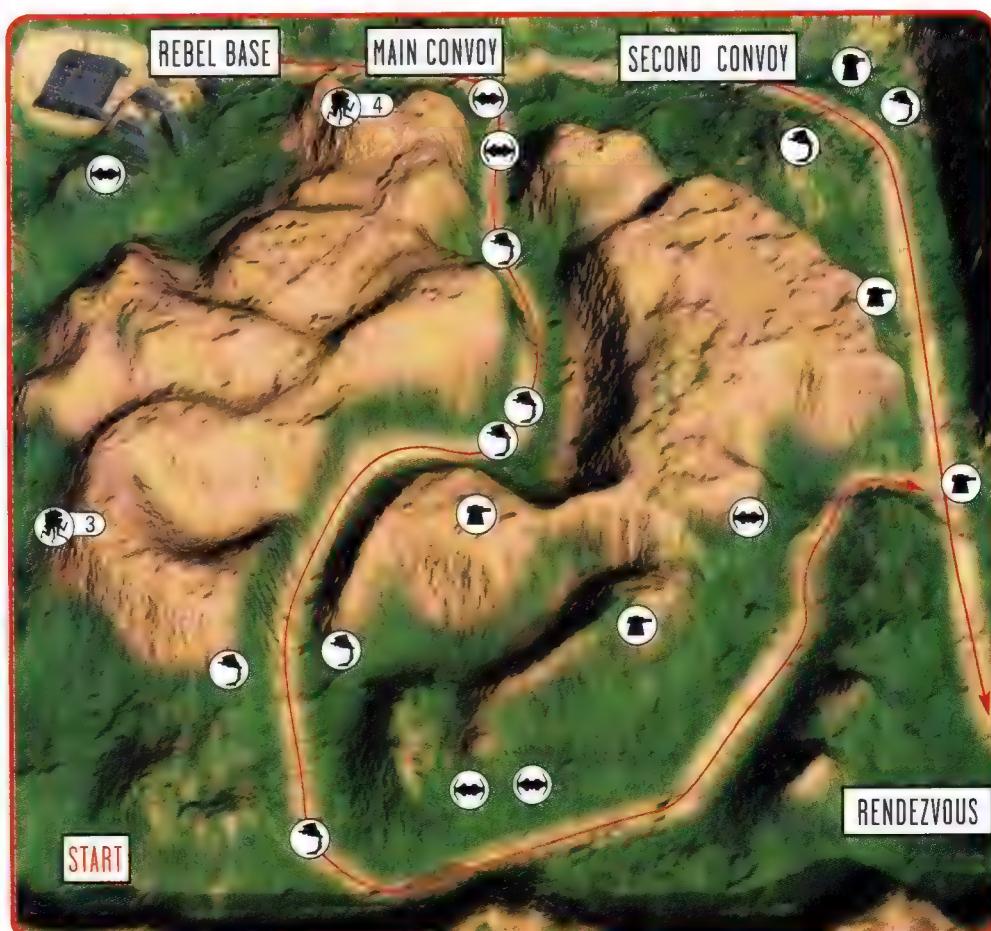
SUPPLIES IN DEMAND



Hover above the convoy to protect it from its biggest threat, TIE bombers. The Imperial ships are difficult to hit, but by taking pot-shots at the pyramids peppered the landscape, you'll boost your accuracy percentage.

- AT-ST
- PROBE DROID
- BIG GUN TURRET
- TIE BOMBER
- TURBOLASER

The Rebel Base will roll out two convoys. After it has deployed the initial convoy, a much smaller second fleet will head down an alternate route taking the transports around the outskirts of the region. Of the two convoys, the first is the longest and most vulnerable. Clear its path of AT-STs and turbolasers, but avoid flying too far ahead of the pack, since TIE bombers occasionally will swoop in for a rear attack.



ESCORT SUPPLY CONVOY TO SAFETY

Begin by blasting the six AT-STs stationed along the valley path. By the time you've tripped up all of the walkers and blasted the two turbolasers perched atop the nearby canyon walls, a pair of TIEs will shortly begin its raid on the convoy. Jet back to the probe droid area at the top of the map to head them off, then fly to the big gun turret to clear a safe path for the second convoy. Once you've secured that corner of Barkhesh, return to the main convoy to fend off a second TIE bomber attack.



THE TIES THAT BIND

You would be free to break away from the convoy, but the Empire has scheduled TIE bombers to pelt the Rebel ground units when they roll through key areas on their valley path. Avoid leaving your charges open to air raids by checking up on the convoy after you've ventured away to disable AT-STs or turbolasers. The occasional flyby will ensure the safety of the supply convoy, especially if you make your return appearance just as the convoy is entering the TIE bomber areas marked on the map.



GOLD MEDAL STRATEGIES

AHEAD OF THE PACK

Once your mission begins, veer right to destroy the AT-STs near the pyramid. After blasting the third Scout walker, turn around to disable the two turbolasers mounted between Sections A and B, then swoop over the ridge to shoot the walkers in Sections B and C. Pursue the TIEs that emerge as you attack the probes above Section C, then, after securing D and E with your proton torpedoes, race to F to dogfight with the TIEs. A final TIE will swoop in as the two convoys rendezvous, so patrol the meeting point.



TIE INTERCEPTOR



The most advanced starfighter in the Imperial arsenal, the Sienar Fleet Systems' TIE interceptor came on-line following test flights by Darth Vader's TIE defender prototype. The resulting interceptor is so light, quick and maneuverable that no other starfighter can match its moves in a dogfight. Unfortunately, the Imperial designers sacrificed a great deal to achieve such outstanding maneuverability. The TIE interceptor lacks armor, deflector shields and a separate life-support system for the pilot. Any interceptor pilot who survives more than a handful of missions is considered one of the top guns of the Imperial fleet.

**SIZE**

9.6 m long

SPEED

110 MGLT, or 1,250 km/h in atmosphere

CAPACITY

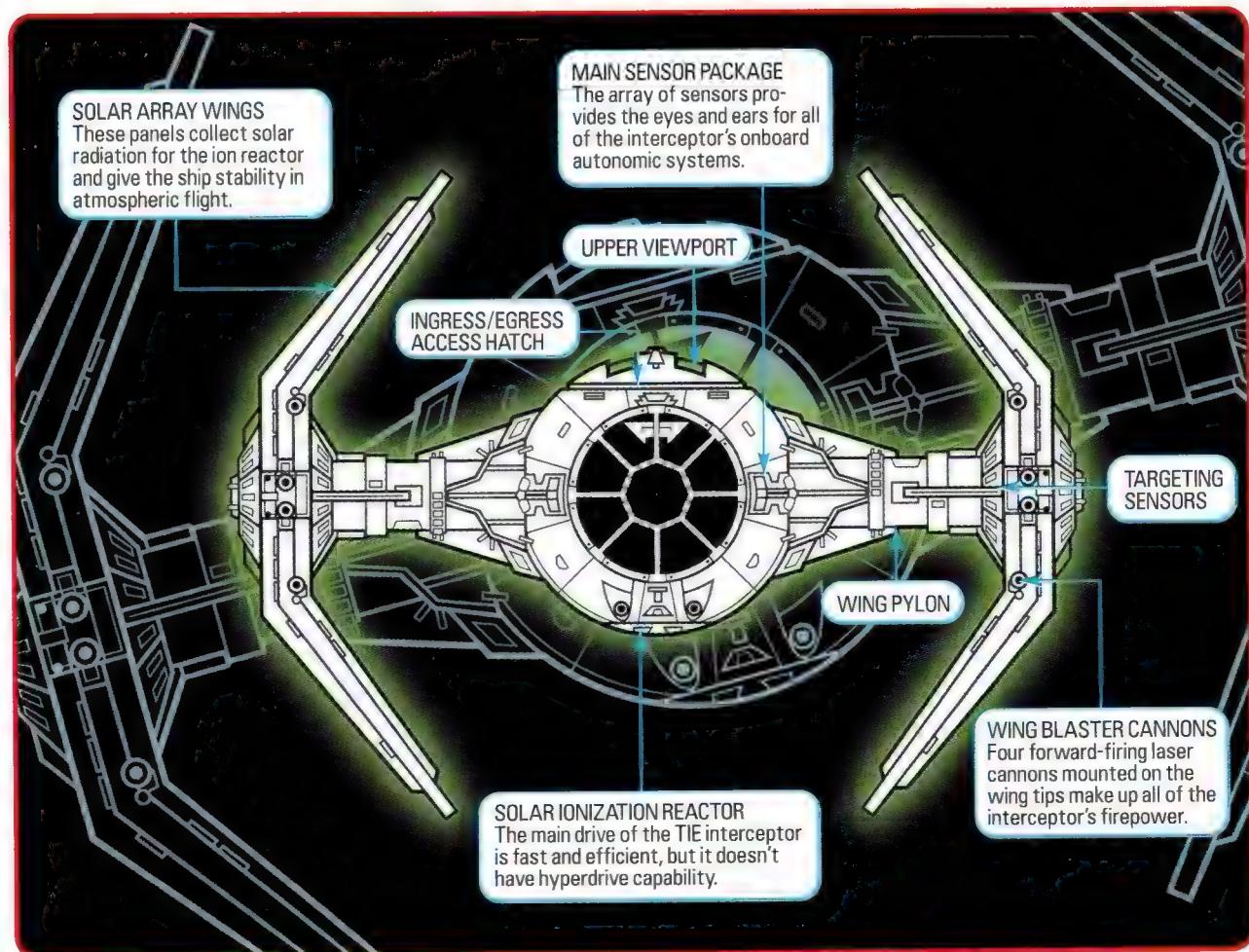
1 pilot and 75 kg cargo

WEAPONS

4 SFS L-s9.3 laser cannons

DEFENSES

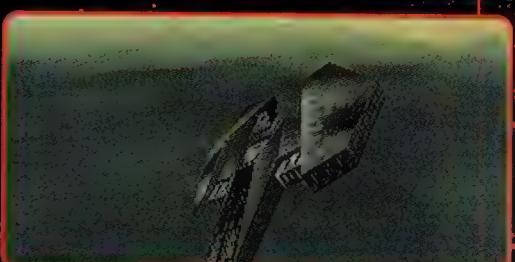
Quandanium steel armored solar panels and titanium alloy hull



CHAPTER ONE

STAGE 3: THE SEARCH FOR THE *NONNAH*

Following the successful Rebel mission at Barkhesh, the Rebel Alliance forges ahead on other marginal worlds where the Galactic Empire is thought to be vulnerable. In some cases, like that of the *Nonnah*, the Rebellion has pushed its luck too far. Once again, Rogue Squadron is being dispatched to clean up a messy situation.





ROGUE LEADER, I WANT YOU TO SEARCH OUT AND PROTECT THE CRASHED REBEL SHIP ON THIS PLANET. THE *NONNAH* CONTAINS TROOPS AND STOLEN IMPERIAL EQUIPMENT THAT WE CAN'T AFFORD TO LOSE. EXPECT A FIERCE RECEPTION BY IMPERIAL INTERCEPTORS, BOMBERS, WALKERS AND TANKS.

MISSION OBJECTIVES

- LOCATE THE CRASHED REBEL SHIP
- PROTECT THE SHIP FROM INVADING IMPERIAL FORCES

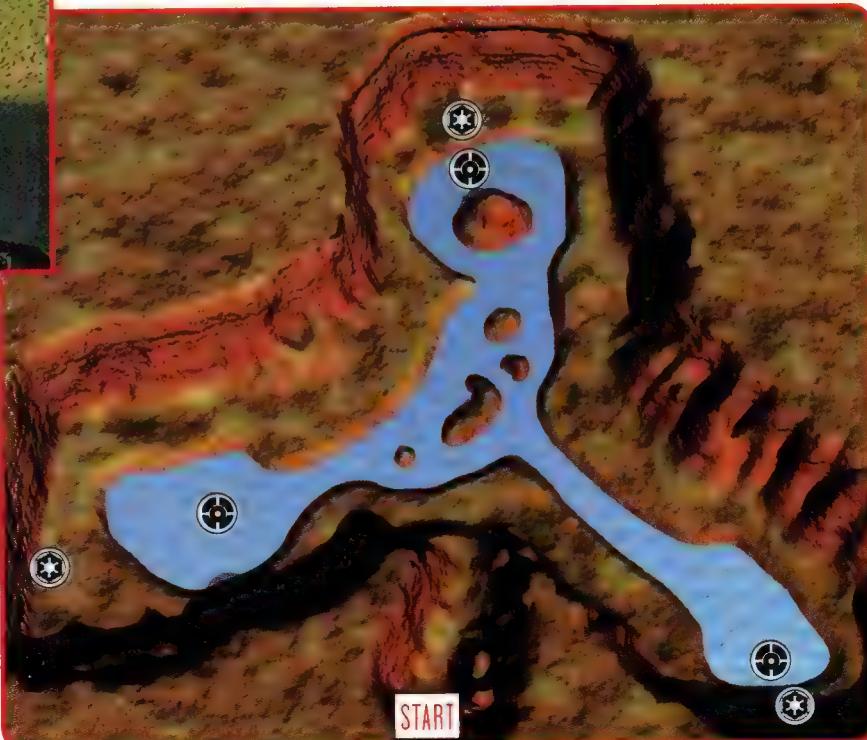
MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	10:00	10:00	10:00
ENEMIES DESTROYED	20	30	38
ACCURACY	10%	15%	20%
FRIENDLY SAVES	1	1	1
BONUS COLLECTED	0	0	0



CLEAR THE SKIES OF IMPERIAL TIES

Imperial forces will set out to find the downed *Nonnah* at the same time that Rogue Squadron arrives. As soon as you begin the search, two waves of three TIE interceptors each attack from straight ahead. Your speedy A-wing can keep pace with the TIEs, but one of your wingmen will be damaged. Destroy as many TIEs as possible, and stay close to the damaged Rogue A-wing to help protect it and earn the Friendly Save necessary for winning medals. The more TIE interceptors you destroy early in the battle, the more likely it is that your wingman will survive the sortie.



The *Nonnah* will take a pounding from the Imperial walkers and tanks off-loaded from the shuttle. Ground forces should be your priority targets. Use missiles to blast the big AT-ST. Against the AT-PTs and tanks, fly in from the side or rear and use lasers.



IMPERIAL LANDING SITE



REBEL LANDING SITE

LOCATE THE CRASHED REBEL SHIP

The *Nonnah* will be located at one of the three crash sites shown on the map. After the dogfight with the TIEs at the beginning of the mission, you'll receive a message indicating that the *Nonnah* has come under attack. The radar will guide you to the location where the *Nonnah* lies crippled and where an Imperial shuttle is landing. If you locate the *Nonnah* earlier while chasing down TIE interceptors, stay close by. The enemy will come to you.

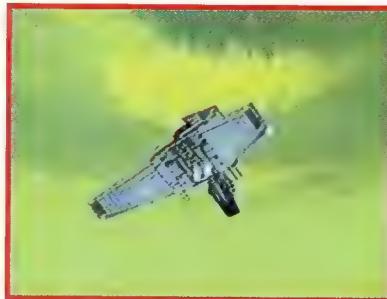
WELL-GROUNDED STRATEGY

Since the two waves of ground forces concentrate their fire on the *Nonnah*, they must be stopped as quickly as possible. Carefully target the AT-ST and fire your concussion missiles to destroy it. Take out the smaller AT-PTs and tanks in one slow, strafing run with lasers.



PROTECT THE SHIP FROM INVADING IMPERIAL FORCES

The Empire will concentrate its attack on the *Nonnah* and the rescue shuttle. TIE bombers and ground forces pound the defenseless ships. Once you've neutralized the ground forces, track down the bombers. They are easy targets to locate since they circle over the *Nonnah*. After destroying the bombers, hunt down TIE interceptors while waiting for the second wave of ground forces and bombers. Finally, escort the shuttle off the planet. Stay behind the ship and blast enemies that attack from the rear.



GOLD MEDAL STRATEGIES

SAVE YOUR WINGMAN

Your first move is the most critical for earning medals. When the first waves of TIE interceptors attack, hang back. Wait for the TIEs to swing around in front of you, then blast them. Target the interceptors on the left side first. If you do this, your wingman should survive. After that you must destroy lots of enemy units while maintaining a high accuracy rate. Every hit on an Imperial target helps your accuracy rate so you can build up your accuracy percentage by repeatedly blasting the stationary Imperial shuttle.



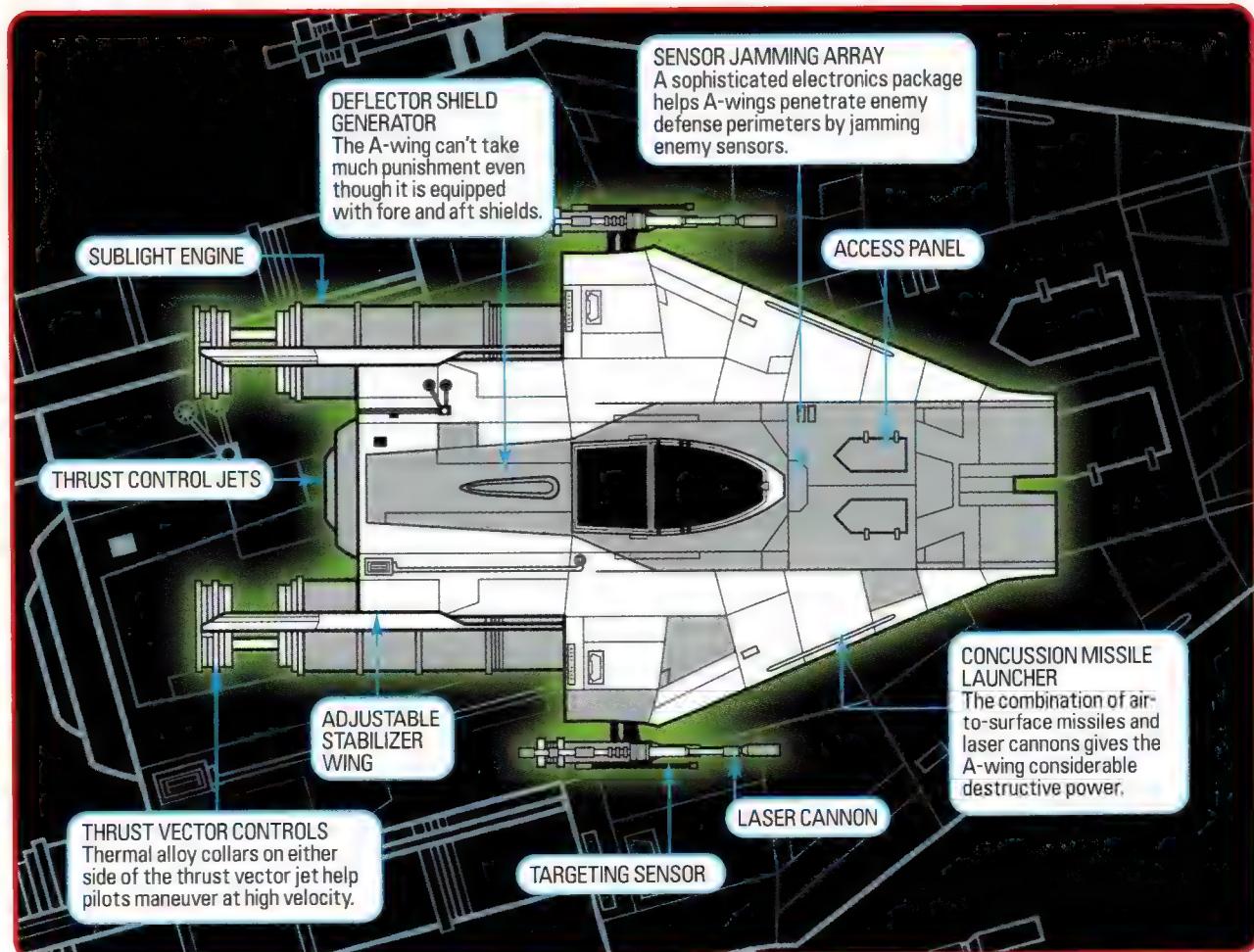
A-WING



The RZ-1 A-wing fighter boasts the fastest performance specs of any Rebel starfighter used in the Galactic Civil War. Although it doesn't maneuver quite as well as the TIE interceptor, the A-wing does provide a small measure of protection to its pilot with forward and rear shields. Even so, the A-wing is considered a light craft best suited to stealth and hit-and-run missions. A pair of concussion missile launchers enables the A-wing to attack hardened targets. Two or three skilled pilots flying in A-wings have been known to take out targets as large as a Star Destroyer, although many others never return to base.



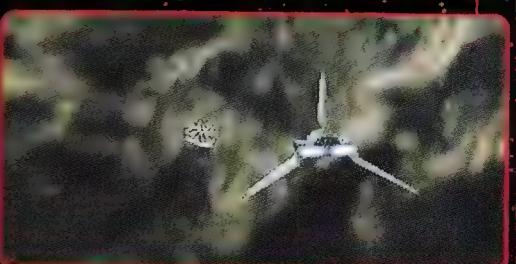
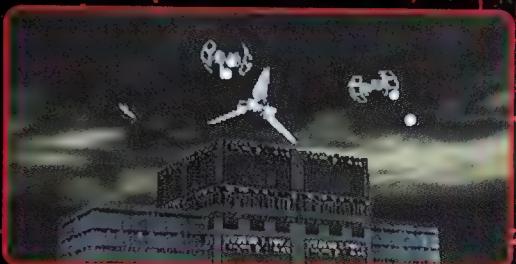
SIZE	9.6 m long
SPEED	120 MGLT and Class 1 Incom GBk-785 hyperdrive or 1,300 km/h in atmosphere
CAPACITY	1 pilot and up to 40 kg of cargo
WEAPONS	2 Borstel RG9 laser cannons, 2 Dymek HM-6 concussion missile launchers
DEFENSES	Forward and rear Sirplex Z-9 shield generator and titanium reinforced alloy hull



CHAPTER ONE

STAGE 4: DEFLECTION AT CORELLIA

With the escape of the crew and cargo of the *Nonnah*, the Empire is more concerned than ever with its internal security. Any hint of treason from within the ranks will be dealt with swiftly and decisively!



CHAPTER ONE

WE'VE RECEIVED WORD FROM CORELLIA THAT AN IMPERIAL OFFICER, CRIX MADINE, WISHES TO DEFECT TO THE REBEL ALLIANCE. I'M GOING TO RENDEZVOUS WITH HIM AT THE CORELLIAN CAPITAL CITY. ROGUE SQUADRON WILL PROVIDE AIR COVER, JUST IN CASE THE IMPERIALS COME CALLING.

MISSION OBJECTIVES

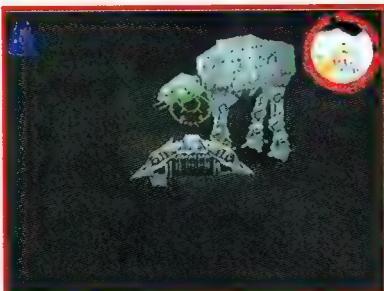
- INVESTIGATE THE STRANGE READINGS
- PROTECT THE CAPITAL TOWER
- PROTECT THE TECH CENTER
- PROTECT THE EVACUATION SHUTTLES

MEDALS

	BRONZE	SILVER	Gold
COMPLETION TIME	15:00	12:45	10:00
ENEMIES DESTROYED	20	30	50
ACCURACY	10%	15%	20%
FRIENDLY SAVES	90	92	95
BONUS COLLECTED	0	0	1

CRIX ENTERS THE MIX

During this mission, Rieekan and Madine will contact you every so often with new orders. They usually won't give you a new task until you complete the current one, so you won't have to worry much about things piling up on you. Time will still be a major factor, though. For example, the capital tower can take only so much damage, so the longer you take to destroy the first wave of bombers, the less time you'll have later to blast the AT-AT.



AT-AT



PROBE DROIDS



AT-ST

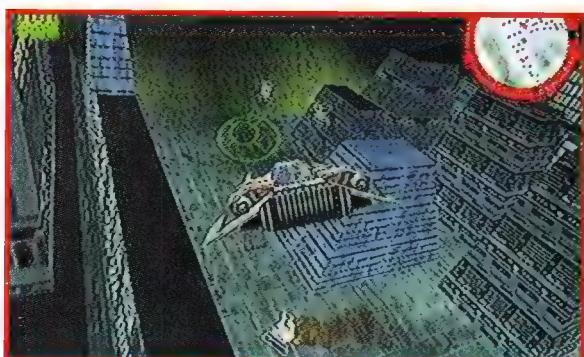
INVESTIGATE THE STRANGE READINGS

As soon as the mission begins, turn to your left and accelerate. As you pass over the city, Wedge will cut in with a message about some sensor readings. Follow your radar to a valley in a far corner of the stage where you'll find a group of probe droids. Try to destroy them all on the first pass. Once they're reduced to scrap, General Rieekan will send out a distress call from the capital tower. When the cinema scene ends, your ship will point back toward the city. Fly straight along the path shown on your radar and aim for a thin mountain peak with a notch at its top. This will bring you right in line with a trio of bombers. If you wish, you can target these three before you head to the tower.



PROTECT THE CAPITAL TOWER

Your job now is to destroy all of the bombers around the capital tower. The bombers generally approach either from the beach or from the valley behind the tower. They then circle around in three different patterns: out toward the beach and back again, around the valley behind the tower, or around the city area at the center of the map. Watch your fire because your lasers can hurt the other buildings nearby and damage the tower. Once you destroy the bombers, you'll be called away to defend the tech center.



DIVERSIONARY TACTICS

There are times when you should disobey orders and act independently, but this isn't one of them! Stick to the main objectives and don't be distracted by the other battles around the city. There's nothing special about the patrol boats out in the bay, and they'll just try to lead you away from the city. You can pick up a few extra hits along the beach as you fly between the tech center and the capital tower, but don't waste any great amount of time there.



PROTECT THE TECH CENTER

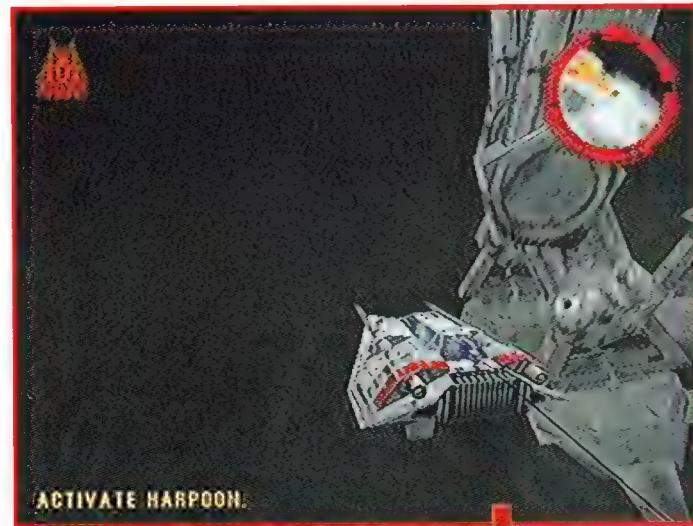
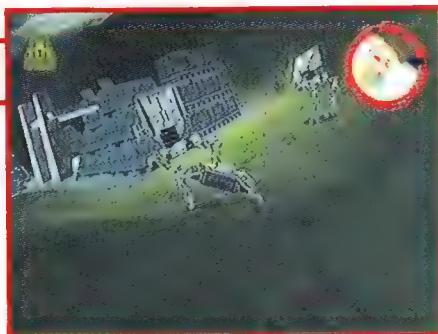
You'll actually make two trips to the tech center during this mission, and the first one should be short and sweet. As you approach the center, you'll see four bombers flying in a figure-eight pattern over it. Slow down and let them turn away from you before you dive after them. Once they're history, you'll be called back to the capital tower to destroy another wave of bombers and an

approaching AT-AT. Take out the AT-AT with your tow cable first, then target any leftover bombers. At some point, Madine will contact you again, telling you that a pair of AT-STs and an AT-AT are knocking on his front door. If you approach the tech center from the valley, you can hit the AT-STs from behind. Try to destroy at least one on your first pass.



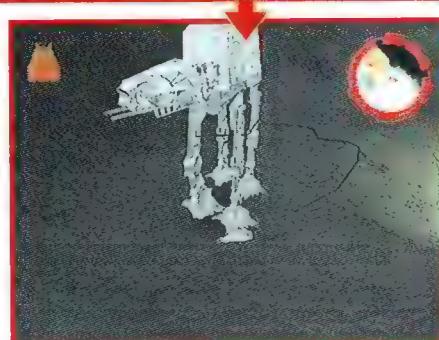
1ST

2ND



ACTIVATE HARPOON

To bring down an AT-AT, first fly in close to its legs, then press left C to fire your tow cable. Wrap the cable around the AT-AT's legs three times to trip it up. The cable will release automatically if you move too far away from the AT-AT, if you take too long, or once the AT-AT is ready to fall. Stay close to the ground to keep up your speed.



HAN TO THE RESCUE

Once you destroy the bombers over the tech center, Han and Chewbacca will show up in the *Millennium Falcon* to help you with the second wave of bombers targeting the capital tower. This will give you a chance to concentrate on the AT-AT approaching from the beach. If you're lucky, they'll clear out all the bombers by the time you're done with the AT-AT. Even if Madine calls, don't leave the tower area until all the bombers are destroyed. You'll know they're all gone when Chewie lets out a victory roar.



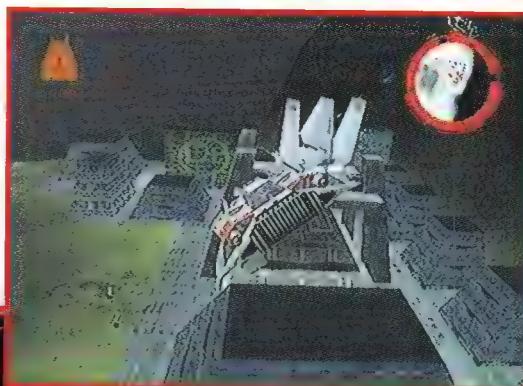
HAN! CHEWIE! WHA...WHAT ARE YOU DOING HERE?



CABLE ON!! LET 'ER GO!

PROTECT THE EVACUATION SHUTTLE

After the AT-STs and the AT-AT at the tech center are down, the Rebel evacuation shuttle will fly in to pick up Madine. The Imperials won't be ready to give him up just yet, though. Circle the tech center until a trio of TIE fighters shows up. Drop in behind them and take them out. Now fly up the valley until you see the evac shuttle, which will be shadowed by three more fighters. If you approach the fighters at an angle, they'll ignore you and focus on the shuttle. Once they're gone, the shuttle should be safe for the rest of the mission.



GOLD MEDAL STRATEGIES

STAY ON TARGET

Novice pilots often lose the most time dogfighting or trying to destroy the AT-ATs. Take advantage of both your speed and maneuverability. Accelerate alongside your target, then use the brake (press and hold Z) to flip around behind it. When you're wrapping up the AT-ATs, use the brake on the side of your vehicle closer to the AT-AT, and apply the thrust (press and hold A) at the same time. This way, you can turn tightly without losing much speed.



If a flight of bombers is already moving away from the tower when you spot them, you may as well let them go, especially if there are other bombers moving in. You don't want to leave the tower unprotected, and the other bombers will be back soon enough.

TORPEDO UPGRADE

The torpedo technology is in the city area closest to the tech center. It doesn't appear until after the first attack on the center. The best time to pick it up is after you destroy the TIE fighters that chase the evac shuttle. The shuttle will be fine on its own at that point, so you can grab the upgrade at your leisure.



MILLENNIUM FALCON



One of the most heralded starships in the galaxy, Han Solo's *Millennium Falcon* may look scruffy, but under the surface it boasts record-setting speed and surprisingly powerful weapons.

Captain Solo extensively modified the Corellian Engineering Corporation YT-1300 transport after winning the ship from Lando Calrissian in a game of sabacc. Although most of the modifications were undertaken with smuggling in mind, they also served to make the *Falcon* one of the most valuable ships in the Rebel fleet. In fact, the *Falcon* is nearly twice as fast as Imperial warships when it reaches its top-end velocity of .5 past lightspeed.



SIZE

26.7 m long

SPEED

80 MGLT and Class 5 subspace-hyperdrive, or 1,050 km/h in atmosphere

CAPACITY

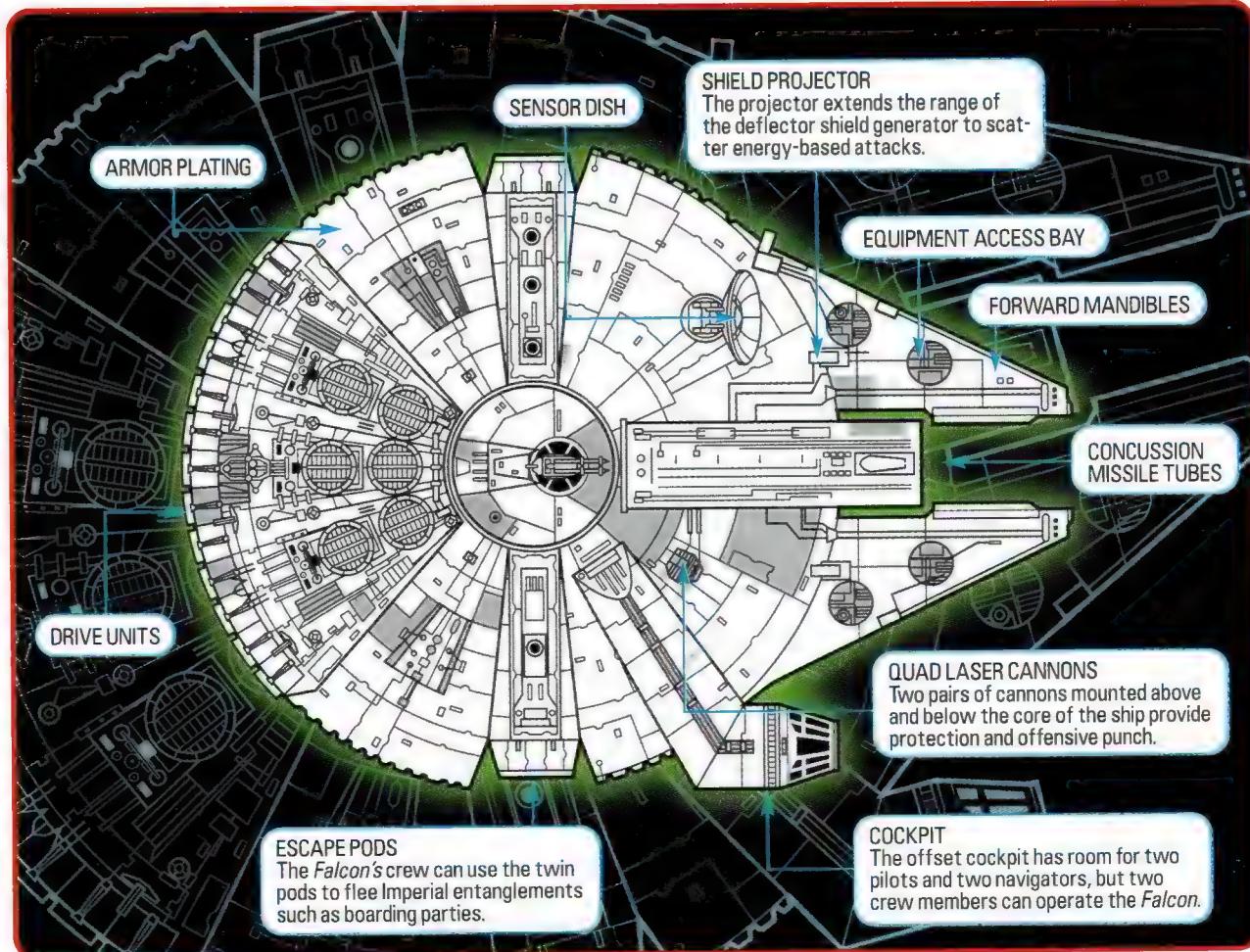
6 crew and 6 passengers plus 100 metric tons of cargo

WEAPONS

Concussion missile launchers and laser cannons

DEFENSES

Titanium reinforced hull, fore and aft deflector shield generators and electromagnetic countermeasures



CHAPTER ONE

STAGE 5: LIBERATION OF GERRARD V

Though it is home to Rebel supporters, Gerrard V is led by an unscrupulous Imperial governor who is looting the city. As Rogue Squadron aims to undo his plot, the ace fliers of the infamous 128th Imperial Squadron wait in the wings to ambush the Rebels' uprising.



GERRARD V'S IMPERIAL GOVERNOR IS ROBBING HIS CITIZENS WHO HAD ONCE LED AN UNSUCCESSFUL REVOLT AGAINST THE EMPIRE. IT'S TIME TO SHOW SUPPORT FOR GERRARD V'S PEOPLE BY PREVENTING THE YACHTS FILLED WITH THEIR POSSESSIONS FROM LEAVING THE CITY.

MISSION OBJECTIVES

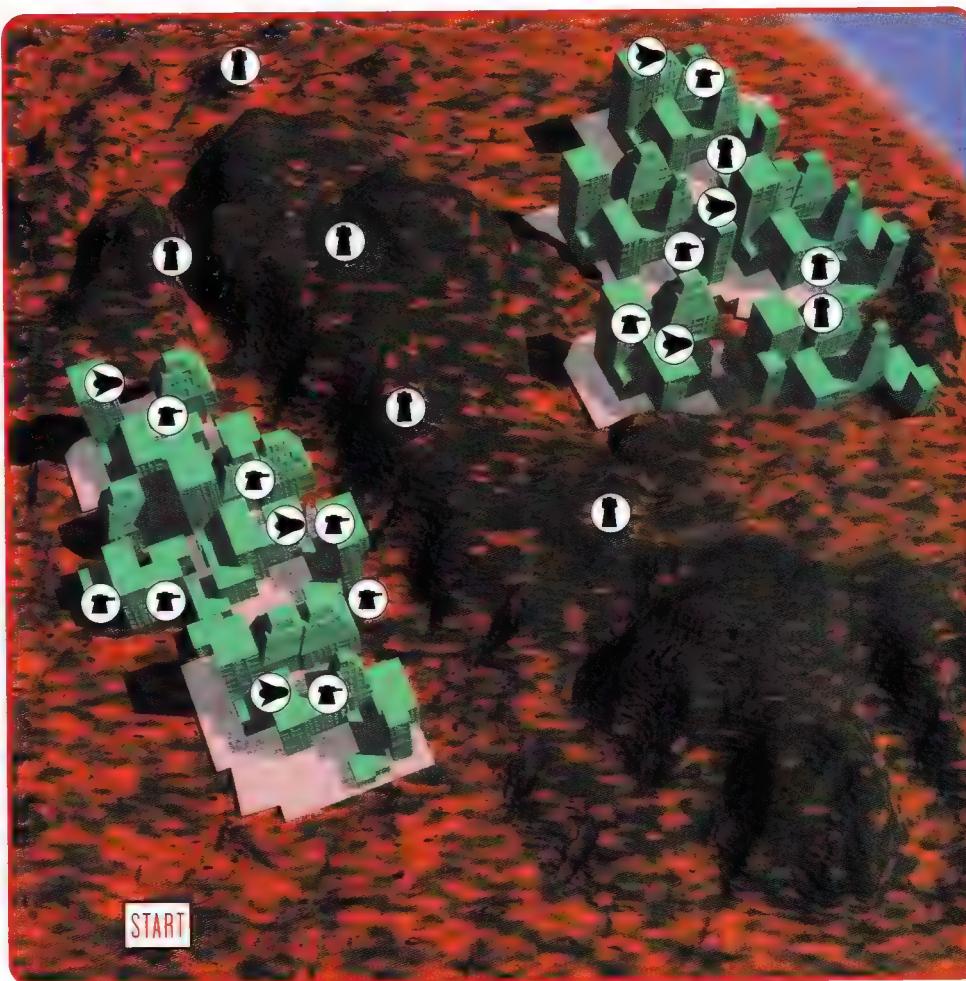
- escort the Y-wings to their targets
- disable the civilian yachts
- destroy the big gun turret

MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	7:00	6:00	5:15
ENEMIES DESTROYED	18	27	33
ACCURACY	20%	25%	30%
FRIENDLY SAVES	2	4	6
BONUS COLLECTED	0	0	0

LUKE BOTH WAYS BEFORE CROSSING THE FLEET

The Imperial governor has stocked his luxury yachts with belongings stolen from Gerrard V's citizens in his attempt to smuggle the goods out of the city. The Y-wings will disable the yachts with their ion cannons to prevent them from leaving, but the turbolasers in the city and the missile turrets in the outlying areas have their sights fixed on the Rebel ships. As Rogue Squadron swarms into the city, comb the area to destroy all turbolasers and missile turrets jeopardizing the Y-wings' mission. AT-PTs will hobble around the city limits to bolster the Imperial defense, but target them only after you have destroyed the stationary cannons.



CIVILIAN YACHT



MISSILE TURRET



BIG GUN TURRET



TURBOLASER

ESCORT THE Y-WINGS TO THEIR TARGETS

The mission's success depends on the safety of the Y-wings, which in turn hinges on your ability to destroy the various laser cannons in and around the city. Because of their homing missiles, the missile turrets pose the greatest threat. At the first city, the missile turrets are stationed along the surrounding ridge. If you follow that wall, you'll be able to target all the turrets that currently threaten the Y-wing fleet. Once you've destroyed the missile turrets, sweep through the city to blast the turbolasers mounted atop buildings and on the city streets. A few turbolasers sit on the ground wedged between buildings, so you'll need to use your brakes and some piloting finesse to land hits.



Quickly change your altitude or angle of approach to stay out of a cannon's line of fire. If the turret catches you in its sights, you can quickly destroy it with a proton torpedo, but you're better off saving your missiles for the big gun turret looming in the second city.

SLOWLY BUT SURELY

Plug away at the turbolasers and missile turrets from a distance and apply your brakes to ensure that you land enough hits before you reach point-blank range. If a cannon catches you in its sights, quickly pull up to dodge its fire, then swoop back down to return fire.



COCKPIT VIEW

Though the missile turrets have deadeye aim, you won't be doomed if a turret pivots to point its twin barrels directly at you. As you're staring down the barrels of its guns, the turret will have a direct shot at you, but you can fend off its green fire with a direct hit from your lasers. Line yourself up with the cannon by switching to cockpit view. When your altitude matches the turret's elevation from the ground, return to third-person view, then fire whenever the cannon launches a missile. If you've lined yourself precisely with the turret, your return fire will hit any of its incoming Imperial missiles.



DISABLE THE CIVILIAN YACHTS

Don't concern yourself with disabling the civilian yachts, since the Y-wings' ion cannons will do a better job of crippling the ships than your destructive X-wing lasers will do. The goal is not to destroy the yachts, so avoid firing at them.

Instead, let the Y-wings fulfill the mission goal of disabling the yachts, and set your sights on the turbolasers and missile turrets. By swiftly taking out the Imperial cannons protecting the yachts, you'll allow the Y-wings to do their work in peace.

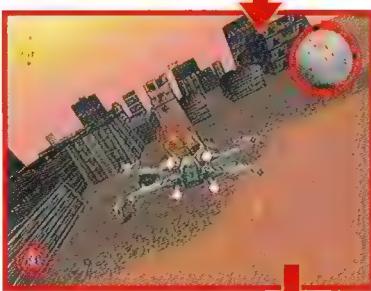


Unless you destroy all of the laser turrets, the Y-wings will be sitting ducks as they attempt to fulfill your mission goal of disabling the civilian yachts.

DESTROY THE BIG GUN TURRET

When the Y-wings reach the second city to disable three more civilian yachts, the resident big gun turret will target the Rebel fleet. The towering gun can get a clear shot at any ship that approaches a yacht, so destroy it before the Y-wings rocket into the city. As soon as Wedge warns you

of the presence of the 128th TIE Interceptor Squadron, the Y-wings will begin journeying to the second city, so beat them to their destination to eliminate the big gun turret and any other cannons that may endanger the Y-wings' safety.



Save your proton torpedoes for the big gun turret. The tower is almost impervious to laser fire, but a few hits from your secondary missiles will put the turret out of commission.

THE BEST OF TIES

Once the Y-wings have disabled the yachts in the first city, you'll receive a call from Wedge, who has encountered the 128th TIE Interceptor Squadron, a flock of the Empire's best fliers. While Wedge keeps them occupied on the other side of the planet, fly through the canyon beyond the ridgeline missile turrets to clear the way for the Y-wings en route to the second city.



DEAR TIE IN WEDGE, FLY ON THE OTHER SIDE OF THE RIDGELINE MISSILE TURRETS. IT'S THE 128TH TIE INTERCEPTOR SQUADRON!

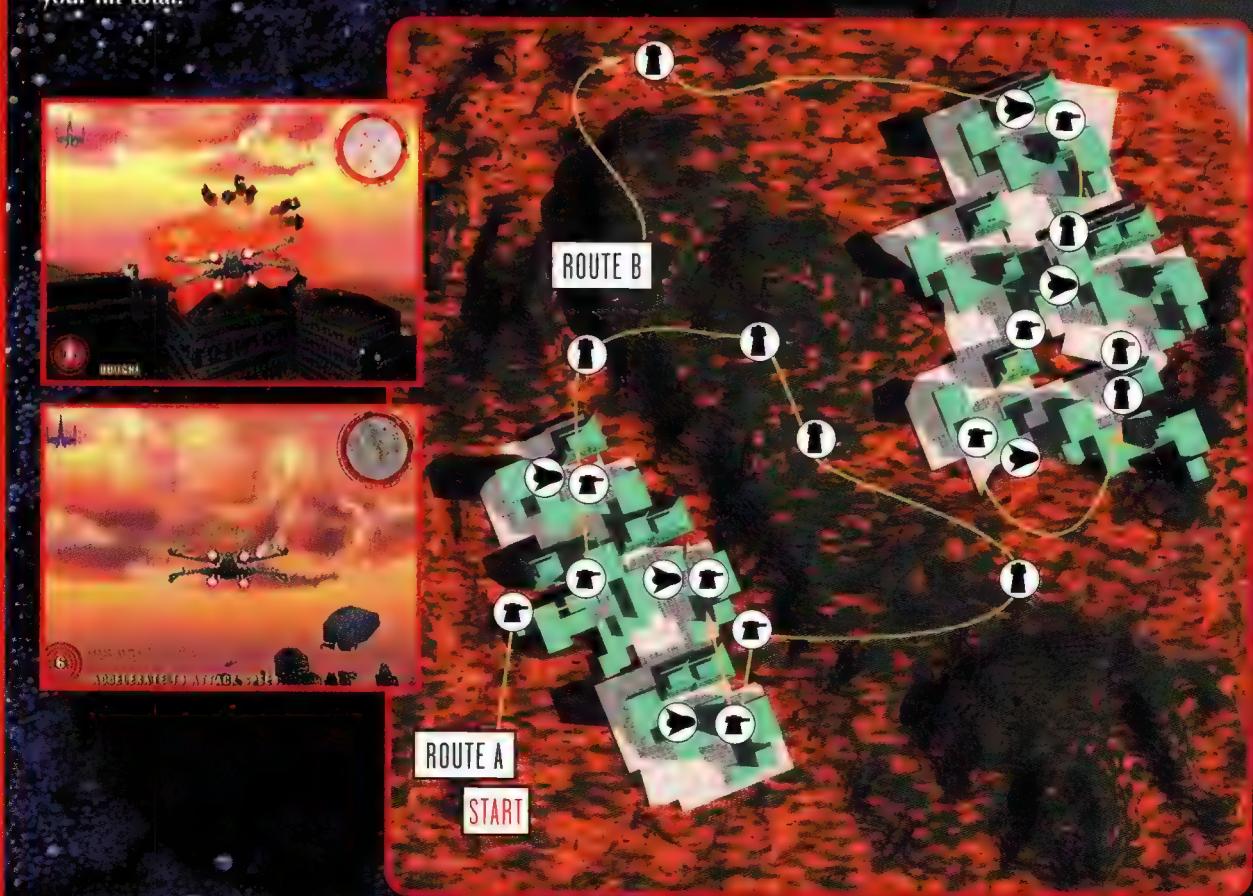




GOLD MEDAL STRATEGIES

SHAPE UP OR SHIP OUT

The suggested route charted on the map illustrates one of the most efficient plans of attack. Begin Route A by shooting the first two ground lasers. Pull up-and-slightly to the right to fly between the buildings to destroy a rooftop turbolaser, then make a beeline for the canyon wall beyond to destroy a missile turret. Follow the ridge to the right to destroy the other three turrets, then blast the remaining turbolasers stationed in the city. If you enter the second city before receiving Wedge's warning, the Y-wings will eat up time by not leaving the first city. Wait for Wedge's call while biding your time in the first city and blasting the patrolling AT-PTs. When your wingman finally radios in, begin Route B and destroy all walkers that cross your path to boost your hit total.



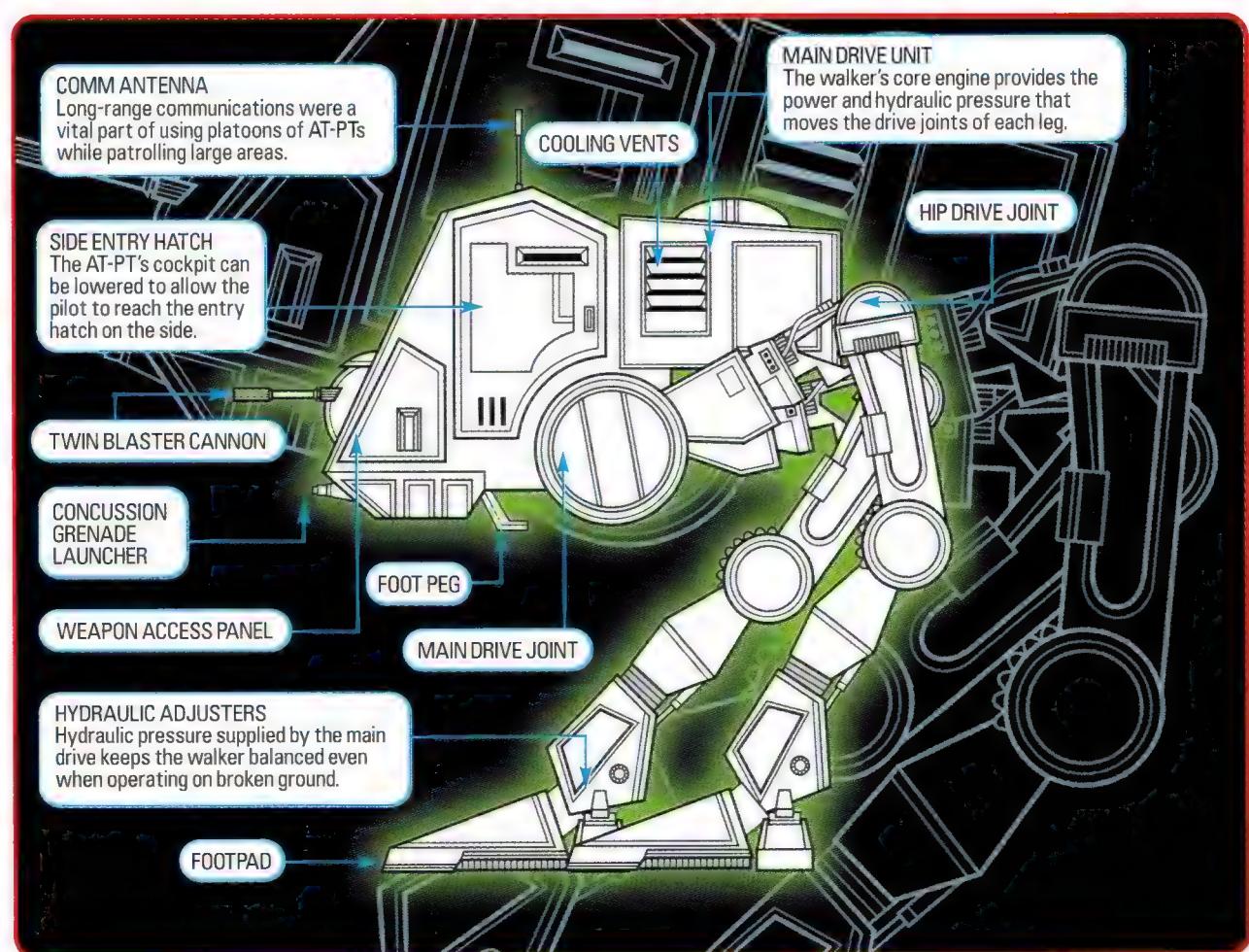
AT-PT



During the era of the Old Republic, military engineers designed the All Terrain Personal Transport as a one-person walker with the firepower of a full squad of ground troops. Capable of transporting patrols over mountainous, jungle or urban terrain, the AT-PT was a cost-effective alternative to maintaining a large army. The small walker featured fully extendable legs and a heavily armored cockpit. It could climb up 45-degree slopes of rubble—a feat that treaded and repulsor-lift vehicles could not match. When most of the AT-PT force was lost in the mysterious disappearance of the Katana fleet, support for the one-person walkers faded.



SIZE	2.9 m tall
SPEED	60 km/h in open terrain
CAPACITY	1 pilot (1 passenger optional)
WEAPONS	Twin blaster cannons, concussion grenade launcher
DEFENSES	Armor plating



CHAPTER TWO

STAGE 6: THE JADE MOON

After liberating Gerrard V, Rogue Squadron makes a new ally—Kasan Moor, leader of the 128th TIE Interceptor Squadron. Defecting from the Empire, the disillusioned Moor divulges Imperial secrets and leads the Rogues to an Imperial supply hub hidden on the Jade Moon.





THE SUPPLIES GENERAL MADINE AND HIS GROUND TROOPS ARE LOOKING FOR ARE STOCKPILED IN THE JADE MOON'S MASSIVE IMPERIAL STORAGE FACILITY, BUT A SHIELD PREVENTS ENTRY. ROGUE SQUADRON, KNOCK OUT THE SHIELD GENERATOR AND GUARANTEE SAFE PASSAGE FOR THE GENERAL.

MISSION OBJECTIVES

- ★ ESCORT AND PROTECT MADINE'S TROOPS
- ★ USE THE TRENCH TO AVOID THE MISSILE TURRETS
- ★ LOCATE AND DESTROY THE SHIELD GENERATOR

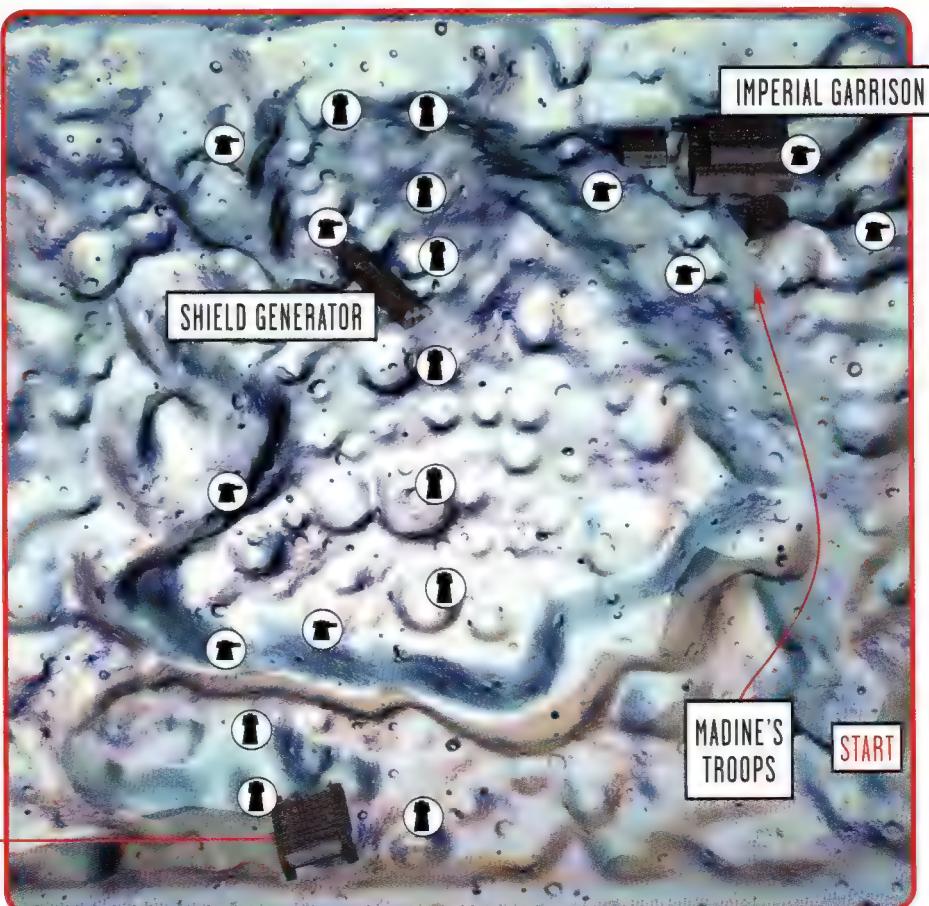
MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	7:00	6:30	6:00
ENEMIES DESTROYED	25	35	45
ACCURACY	20%	30%	40%
FRIENDLY SAVES	4	5	7
BONUS COLLECTED	0	0	1



MADE IN THE JADE

During your first mission flying alongside former TIE pilot Kasan Moor, Wedge will express the suspicions he holds for the ex-Imperial. Like Madine, who's also serving in the mission, Moor has proven herself to be a valuable comrade by supplying inside information—in particular, the location of the Empire's Jade Moon supply base. Despite Wedge's reservations, good will come out of the mission, since the Imperial garrison, shrouded in a powerful force field, holds supplies crucial to the Alliance, and one of the outpost's small warehouses holds Imperial technology for advanced shields.



ESCORT AND PROTECT MADINE'S TROOPS

While Madine leads his tanks to the supply base, fly ahead of the convoy to shoot the AT-PTs. Madine's ground troops will also fire at the walkers, so fly high to avoid getting tangled in their crossfire. When you reach the base, destroy the turbolasers, then search the regions of the moon to the left of the Imperial garrison to locate the shield generator. As soon as you've destroyed the shield's power source, a group of AT-PTs will assail Madine's ground troops, who are waiting in front of the garrison. Shortly thereafter, TIE interceptors and bombers will attack the Rebel tanks, so hightail it back to the supply base to protect Madine's soldiers.



First destroy the cannons protecting the Imperial garrison, then fly to the left of the base to disable its shield generator.



Once the force field is down, Madine's troops can make their move. AT-PTs and TIEs will also be on the move, so fly back to cover the tanks. The advanced shields hidden on the moon will help your ship withstand the heavy fire, and if you collect the power-up and then complete the level, you'll permanently increase your shield power. With stronger shields, repeating the mission to win a gold medal will be a simpler task.

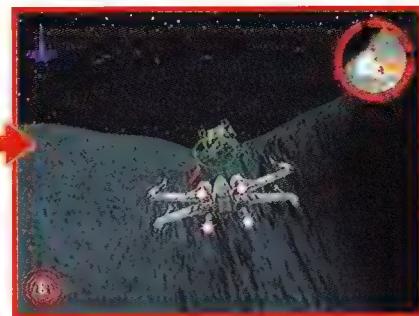


DOGFIGHTING

When you've deactivated the Imperial garrison's shields and the TIEs attack General Madine's ground troops, target the TIE bombers rather than the TIE interceptors. The bombers drop devastating explosives, and the ships can easily destroy the tanks. The interceptors will have a more difficult time shooting the tanks, and this variety of TIE swarms in mainly to distract you from the bombers. The interceptors will also lure you far from the tanks, so avoid pursuing the starfighters until you've defused the bombers in the areas.

USE THE TRENCH TO AVOID THE MISSILE TURRETS

The Jade Moon's missile turrets are located on higher elevations, so flying low through canyons and craters will make it difficult for the homing missiles to reach you. Attacking the turrets from a low vantage point will also make it easier for you to safely destroy them since you'll be able to land a battery of shots before the cannons can even lock on to you.



LOCATE AND DESTROY THE SHIELD GENERATOR

Once you've destroyed the turbolasers guarding the Imperial garrison, fly back down the road Madine's troops have been treading on. Hang a right near where the first AT-PT was posted, then soar over the canyon wall. Destroy the missile turrets perched atop and beyond the crater in front of you, then turn right to blast through a long line of missile turrets.

Swoop into the crater where the turbolaser sits, then destroy the AT-PT to the left of it. Follow the canyon to the shield generator with the turbolaser mounted in front of it. Once you've eliminated the cannon, fire two proton torpedoes into the generator to disable the base's shields.

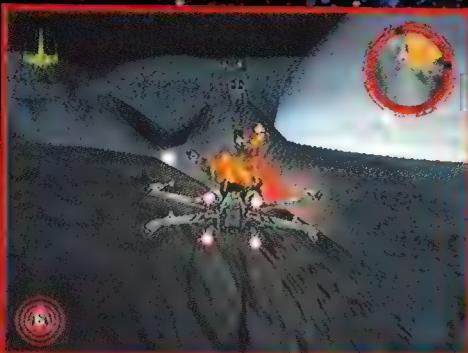


Madine's troops won't last long against either the AT-PTs that line the initial corridor or the cannons that overlook the supply base, so destroy the walkers and turrets before searching for the shield generator. Once you've secured the area for the tanks, fly back toward them, then turn right. The long queue of missile turrets will lead you to the crater concealing the generator.



The missile turrets' missiles can home in on your ship, but you can quickly draw a bead on them to destroy the cannons, since they're arranged in almost a straight line.

GOLD MEDAL STRATEGIES



SHIELDS OF DREAMS

Acquiring the bonus is a gold medal requirement, so even if you've already collected the Jade Moon's advanced shields and have completed the mission with a silver medal or less, you must still capture the power-up during your gold medal run to earn the top prize. After you've cleared the supply base of cannons and before you begin searching for the shield generator, fly back to your starting point, then turn right. Follow the ridge on your left until you reach a small canyon. By destroying the building on the canyon floor, you'll release the yellow shield power-up.



GOLD AND GREATEST HITS

The "Enemies Destroyed" category is one of the sleeper requirements to fulfill. To reach your quota, you must scour the areas near the advanced shields and shield generator to take a shot at every last turbolaser and missile turret. With every cannon blasted, you'll be left to tangle with every TIE and stop every AT-PT in its tracks to reach your goal total. A thorough extermination of Imperial forces should also earn you a lucky seven in the "Friendly Saves" department to further meet your gold medal requirements.



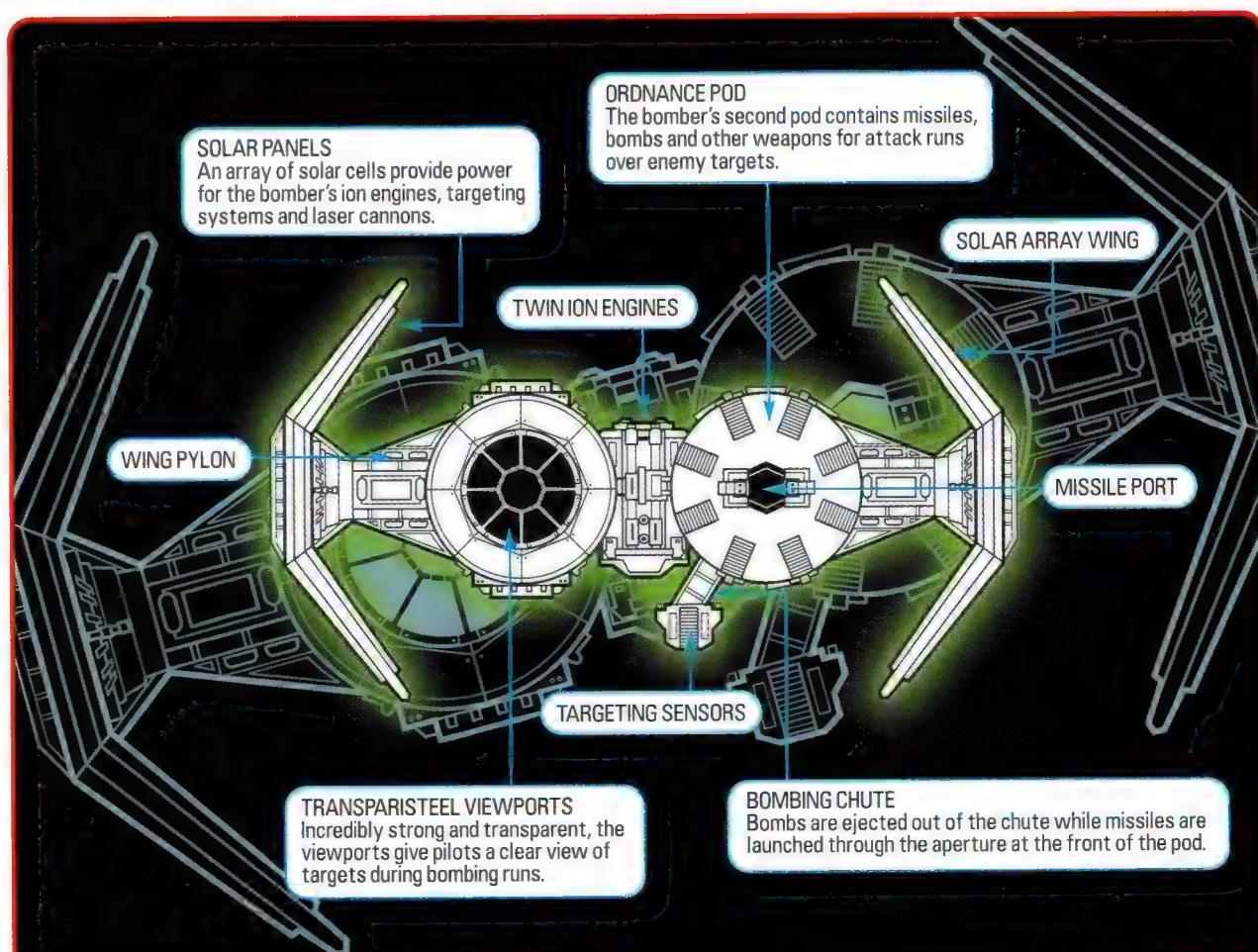
TIE BOMBER



The Empire's main assault bomber is used for attacking space stations and placing orbital mine fields around Rebel moons and planets, but its chief mission is to bomb ground targets. The starboard pod contains the pilot's cabin, communications and life support, while the second pod contains bombs, missiles, thermal grenades and the delivery systems for launching these weapons. Bombers usually fly in conjunction with a squad of TIE fighters. The fighters soften up the target, then the bombers surgically strike vital components, crippling the enemy. A squadron of 12 TIE bombers is usually found in a Star Destroyer's complement.



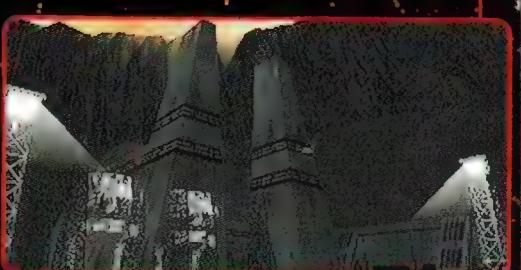
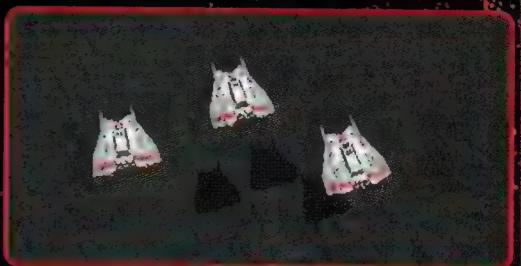
SIZE	7.8 m long
SPEED	60 MGLT, or 850 km/h in atmosphere
CAPACITY	1 pilot and 15 metric tons of ordnance
WEAPONS	Laser cannons, concussion missile launchers, proton torpedo launchers, assorted bombs, orbital mines and thermal detonators
DEFENSES	Titanium alloy hull and Quadanium steel armored solar panels



CHAPTER TWO

STAGE 7: IMPERIAL CONSTRUCTION YARDS

The construction facilities on Balmorra are able to churn out the Empire's instruments of destruction at a record rate. A successful strike on the factories would curb Imperial growth in the planetary system for months.





ALL RIGHT, ROGUE SQUADRON. WE'RE GOING TO HIT AN IMPERIAL CONSTRUCTION FACILITY RESPONSIBLE FOR BUILDING TIEs AND WALKERS. A SUCCESSFUL STRIKE MAY NOT STOP THE EMPIRE IN THIS SECTOR, BUT IT'S SURE TO SLOW DOWN ITS EXPANSION FOR A WHILE.

MISSION OBJECTIVES

- APPROACH THE BASE UNDETECTED BY RADAR
- LOCATE AND DESTROY THE AT-ST FACTORY
- LOCATE AND DESTROY THE AT-AT FACTORY

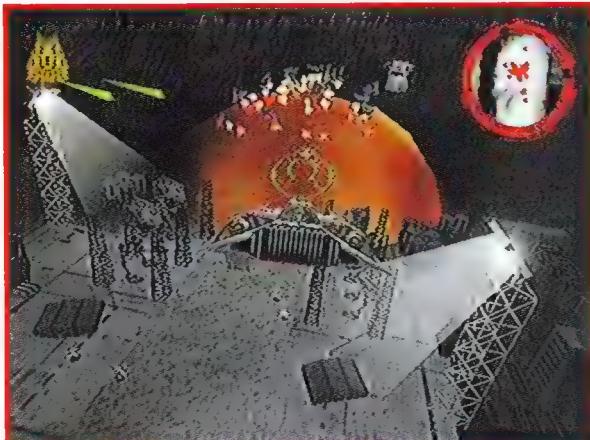
MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	7:30	7:00	6:30
ENEMIES DESTROYED	45	60	80
ACCURACY	25%	35%	45%
FRIENDLY SAVES	0	0	0
BONUS COLLECTED	0	0	1



PARALYZE IMPERIAL WEAPONS DEVELOPMENT ON BALMORRA

When Kasan Moor joined Rogue Squadron, her wealth of invaluable information on Imperial activities was turned over to the Rebel Alliance. Now, Luke and Kasan must lead a formation of speeders into the deep ravines of Balmorra to locate, and incapacitate, an Imperial factory outpost that produces TIE fighters and hulking AT-ATs. In order for the squadron to slip into the base without a welcome party of TIEs, it must destroy six radar dishes before approaching the construction yards and laying waste to the production facilities.



While all the peripheral buildings make easy and attractive targets, in order to render a facility inoperable, you must take out the main factory building. The AT-ST factory is the large, black building adjacent to the canyon wall. The factory requires many hits, so it may take a few passes.



KASAN MOOR SAID THIS IS ONE OF MANY SMALL FACTORIES WHERE THE EMPIRE PRODUCES TIE FIGHTERS AND WALKERS. THIS IS A STRAIGHT HIT-AND-RUN MISSION. IT'S NOT GOING TO STOP THEM, BUT IT'LL CRIPPLE

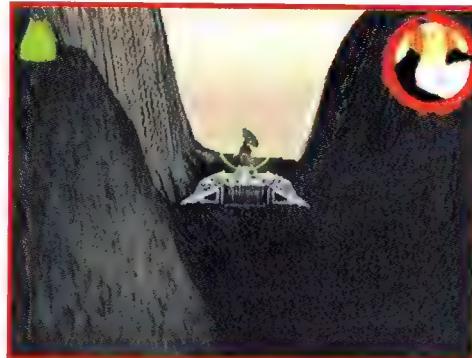
• FIT TO BE TIED

The number of enemies that you must destroy to earn even the bronze medal is fairly high, but since Imperial forces are plentiful in the construction yards, blasting the minimum 45 enemies should not be difficult. As you approach the first facility, an AT-AT will shoot at you. Fly over the walker. Don't waste seconds trying to bring it down with your tow cable, because it cannot turn quickly and it won't be a problem after you've bypassed it. There are eight easy targets on the platform: TIE fighters. They can withstand only a couple of shots. Don't waste passes over the platform, but don't be afraid to lay on the guns. Even if you miss the TIEs, each shot that hits the platform counts toward your accuracy rating.

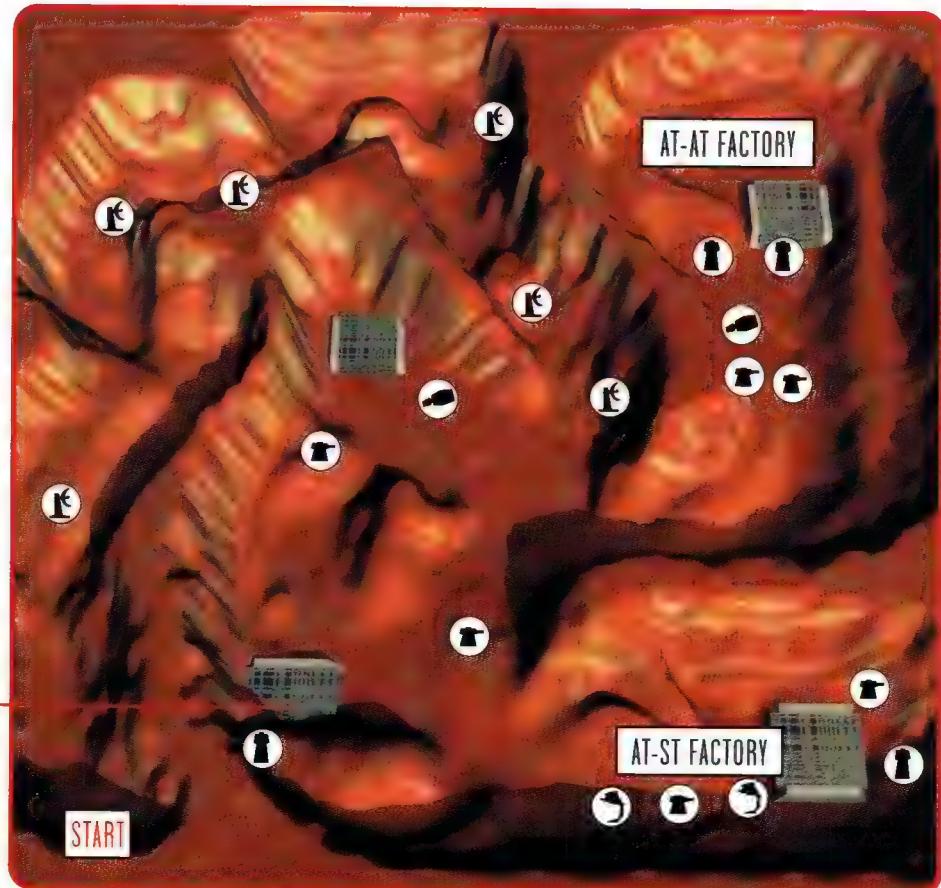


APPROACH THE BASE UNDETECTED BY RADAR

The speeders earned their nickname because of their impressive velocity, but this is one time when you're going to want to keep your hand on the brakes. The radar scanners are highly sensitive, and if you enter their proximity, the Empire will be alerted of your presence. The scanners don't take many hits, but since you must destroy them from a distance, you need to wait for them to be in your sights before you pull off a few blasts. Try to memorize their locations so you can have your crosshairs in the vicinity of the scanners before you reach them. Your other Rogues will be speeding up and slowing down like you, so be careful not to slip too close behind them before they hit the airbrakes and damage your ship.



The fourth scanner is hidden behind a rock outcropping. If you approach it from the right, the scanner will detect you and the mission will end. Swing wide from the left, and when you are in the radar's sights, make a hard right turn so you can easily line it up.



RADAR SCANNER



AT-AT



AT-ST



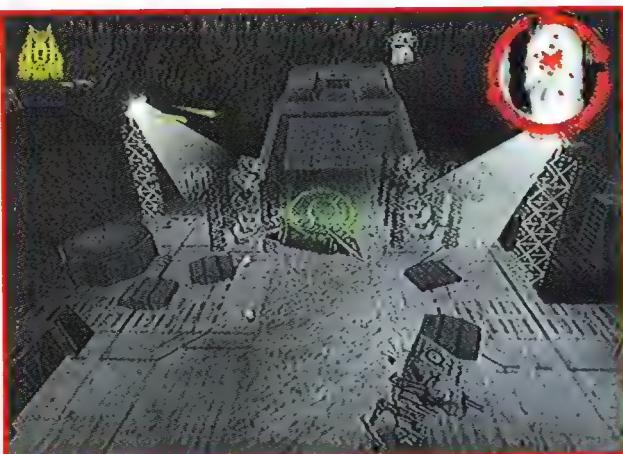
TURBOLASER



MISSILE TURRET

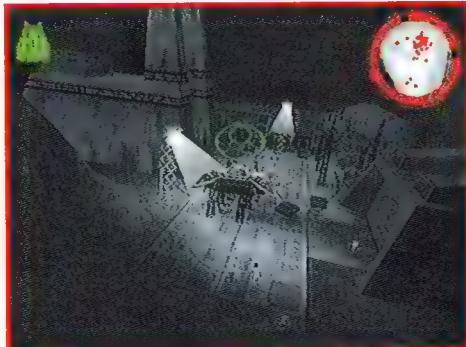
LOCATE AND DESTROY THE AT-ST FACTORY

When you see the four incomplete AT-ST walkers enclosed in scaffolding outside a single black hangar, you'll know you've found the AT-ST factory. An operational scout walker in front of the area will greet you, but shooting it is not worth the effort and time. Rather, concentrate on the two turbolasers that flank the facility. Behind the large factory, a single missile turret will launch as soon as you enter its range. A few missiles will bring down a speeder, so hit it quickly. Brake as you approach the factory and get in as many hits as possible before swinging around for another pass. Two passes should be enough to destroy it.



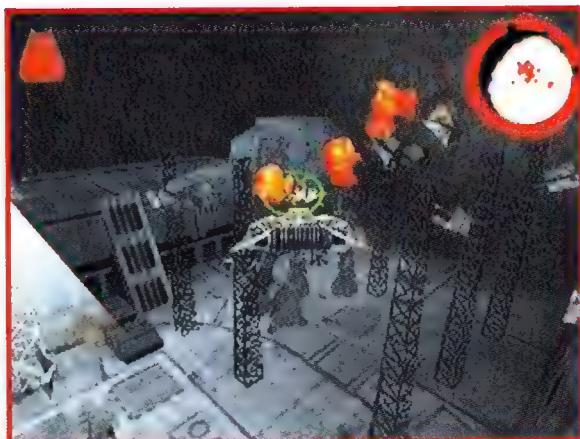
LOCATE AND DESTROY THE AT-AT FACTORY

The AT-AT factory consists of three buildings: a normal-sized hangar, a long building at the base of the ravine, and a giant warehouse against the far wall of the canyon. As you approach the base, you will have to weave around the blasts of two turbolasers, an AT-AT, and two missile turrets. Ignore the AT-AT, but try to gun down at least one of the turbolasers. It is imperative that you destroy both missile turrets. Immediately after you enter the base, try to take out the hangar on the left side. Swing to the left and make a single pass by the main factory, then fly low over the narrow building, braking as you pass to get in the maximum number of hits. After you destroy the long unit, fly around to the mouth of the canyon and attack the large factory straight on.



WHERE IT'S AT-AT

You may be flying over construction yards, but expect to encounter some very operational units. The main target in this mission is the AT-AT factory, but count on encountering two active walkers during your flight. While their lasers are deadly, resist the urge to circle the walkers' legs with your tow cables. It takes up too much time, and if you can get past the AT-AT's, they will cease to be a threat.



The AT-ATs parked outside the factory are sitting targets. Because they are inoperable, they have no shields in effect. You can take out these mechanical monsters with your lasers, instead of using the tricky tow cable maneuver.



GOLD MEDAL STRATEGIES

FIND THE ADVANCED BOMBS

Without finding the hidden weapon, you cannot qualify for a gold medal. The advanced bombs, which are extremely useful on your next mission, are found in a domed building at one of the second factory outposts. The area is marked with a platform similar to the TIE landing pad, except the top is bare. Be sure to knock out both the missile turret and the turbolaser before making a run for the bombs, or else they'll shoot you down. Sweep low to the ground behind the platform and shoot the second domed building in the corner of the ravine. It takes only a few shots to destroy the building. Try to get the bombs on the first pass to avoid taking extra time for another flyby.



SIR, WE'VE FOUND SOME ADVANCED BOMBS!

DESTROY ALL THINGS IMPERIAL

You must gun down 80 enemies to earn the gold medal. While that may seem like a lot, this mission is loaded with plenty of buildings, stationary targets, turrets and ground troops—any of which you can pick off with a couple passes. Be sure to destroy everything that shoots back before concentrating on stationary targets.



The buildings on the ground are the most attractive targets, because they take only a few hits to destroy. But take these structures out only while making passes over more pressing targets, such as turbolasers and missile turrets.



The scout walkers on this mission are especially hard to target with the speeder, so destroy only those that have an eye on you. You can wipe out several ground troops, on the other hand, in a single pass.

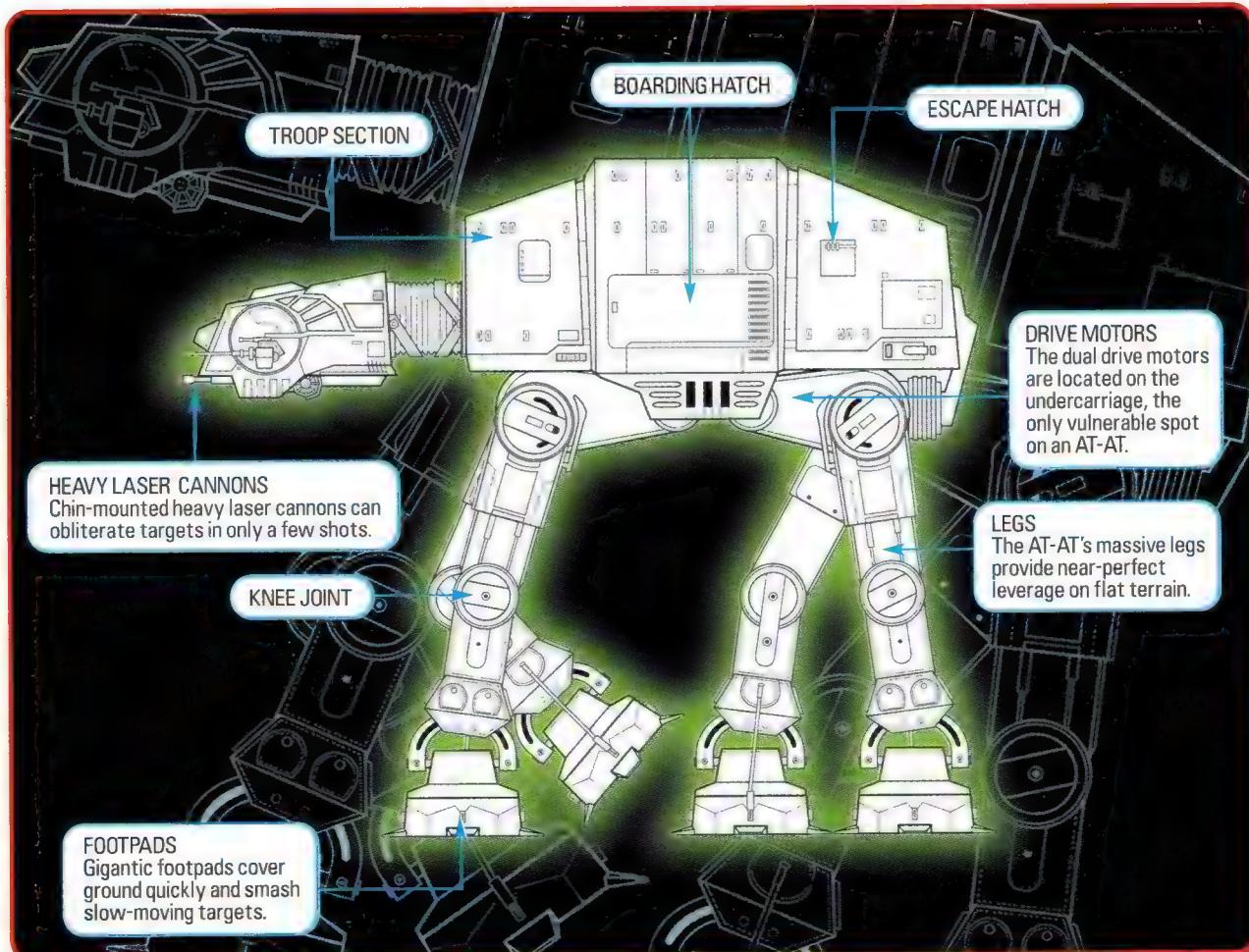
AT-AT



Even the most seasoned Rebel soldiers shudder at the sight of the mammoth All Terrain Armored Transport (AT-AT). The AT-AT is the Empire's most terrifying ground vehicle not only for its massive size (over 15 meters tall), but because its Durasteel alloy shell makes it impervious to conventional weapons. The AT-AT was designed as a troop transport, but when its "head" was fitted with heavy laser cannons, the vehicle was transformed into a destructive terror. The Alliance got a deadly taste of the AT-AT's power during the Battle of Hoth, when an armada of AT-ATs infiltrated and destroyed the Rebel's Echo Base.



CLASS	Imperial All Terrain Armored Transport Walker
SIZE	15.5 m x 20.6 m
SPEED	60 km/h
CAPACITY	5 crew, 40 troops or 2 AT-STs
WEAPONS	2 heavy laser cannons, 2 medium fire-linked blasters



CHAPTER TWO

STAGE 8: ASSAULT ON KILE II

The deep trenches of Kile II provide excellent cover for the Enclave, a large Imperial spaceport. If Rogue Squadron can destroy the base, they will greatly hinder the Empire's naval operations in this sector.





KASAN MOOR HAS PROVIDED US WITH THE LOCATION OF THE IMPERIAL ENCLAVE, AN IMMENSE FACILITY THAT SUPPORTS THE EMPIRE'S NAVAL OPERATIONS THROUGHOUT THIS SECTOR OF THE GALAXY. USE YOUR Y-WINGS TO GET IN THERE AND WIPE ANY TRACES OF THE EMPIRE OFF THIS ROCK.

MISSION OBJECTIVES

- LOCATE AND DESTROY THE SENSOR ARRAY
- LOCATE AND DESTROY THE IMPERIAL GARRISONS
- LOCATE AND DESTROY THE IMPERIAL SPACEPORT

MEDALS

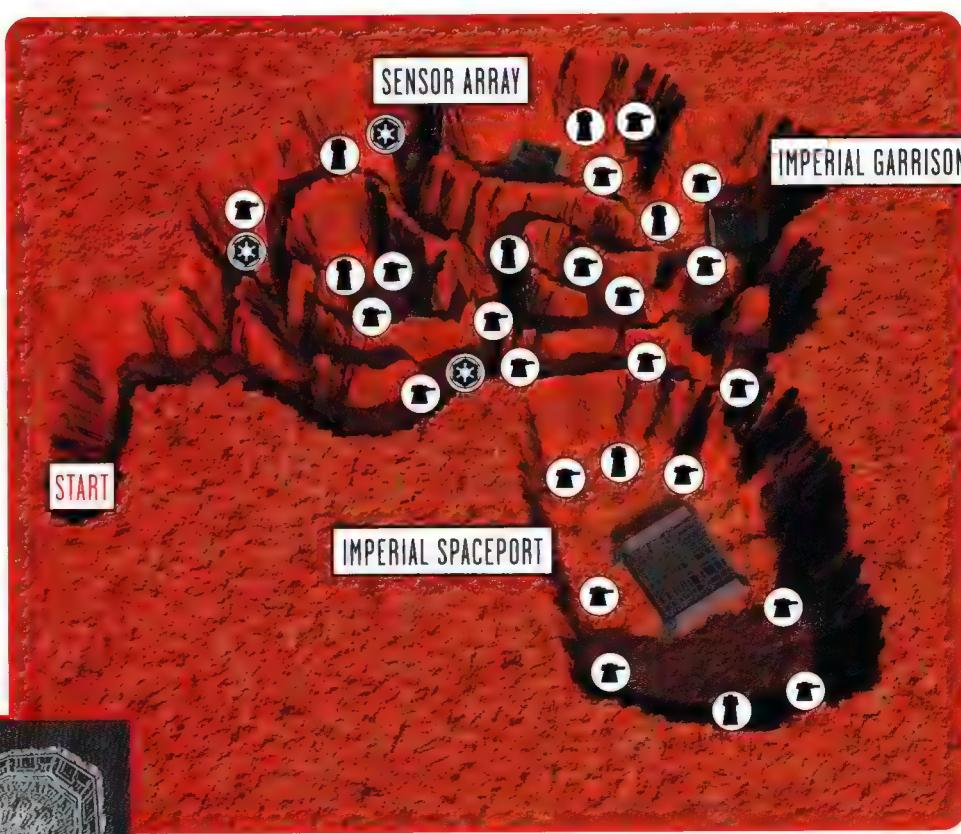
	BRONZE	SILVER	GOLD
COMPLETION TIME	8:00	7:00	6:00
ENEMIES DESTROYED	45	55	65
ACCURACY	40%	50%	60%
FRIENDLY SAVES	0	0	0
BONUS COLLECTED	0	0	0

HINDER IMPERIAL NAVAL OPERATIONS IN THIS SECTOR

The deep canyons of Kile II were carved by waters that have long since evaporated. They provide excellent cover for the spaceport Enclave, the chief base for Imperial naval operations in this corner of the galaxy. TIEs regularly patrol the canyons, making surprise attacks all but impossible. And if the massive sensor array is powerful enough to pinpoint a gundar in orbit, then sighting an approaching squadron of Rebel fighters before it reaches striking distance is no problem. General Rieekan has decided to use heavily shielded Y-wings, despite their unresponsive controls, to brave the canyons and attack the spaceport and sensor array directly.



IMAGES TESTED ON A COMPUTER SIMULATOR. ANOTHER COULD BE BASED ON THE ACTUAL LOCATION. IT'S A LARGE SPACEPORT, BASED AT THE END OF THIS CANYON. WE'RE USING Y-WINGS BECAUSE OF THEIR GREATER FIREPOWER.



IMPERIAL INSTALLATION



TURBOLASER



MISSILE TURRET



LOCATE AND DESTROY THE SENSOR ARRAY

The sensor array should be your first target after you begin your run on Kile II. You will pass by the Imperial garrison, but after you destroy the two turbolasers protecting it, turn your attention directly to the radar post. There are two missile turrets strategically placed before the array, and if you fail to blow them up before bombing the radars, they will heavily damage your ship. There are five radar dishes that you must destroy along with the central station. Turn on your bomb targeting by pressing left C. As soon as the yellow square reaches your target, release your bomb and immediately move on, because TIEs will start tailing you. It is possible to maneuver the Y-wing in a circular pattern over the sensor array, but zig-zagging across the radar post works just as well. Don't waste bombs on the long buildings reaching out to the radar dishes.



An Imperial shuttle will jockey between the spaceport and the sensor array. If you get lost in the canyons, you can follow the ship to one of its destinations. Firing on it can also up your accuracy rating, which is helpful because a gold medal on this mission requires 60% accuracy.

The Y-wing may handle with all the grace of a bathtub, but its shields withstand a great deal of the fire it encounters on a bombing run. The craft isn't invincible, though, and you will need to be quick on the blasters if you want to survive your run.

KEEP YOUR DISTANCE

The Y-wing's bombs can obliterate a target in a single shot. But if you fly the craft too low, the impact from the explosion will rip through the underbelly of your craft. Be sure to keep the Y-wing at a reasonable distance from your target when you drop your bombs. The concussion from a bomb appears as a blue-white wave, so use that as your judge of distance when strafing ground targets. If you are too far away, you will have a difficult time keeping track of your yellow crosshairs; try angling your ship downward when approaching a larger target, such as the radar dishes. You can bomb them from a safe distance, so keep the yellow sights in view while approaching the next target.



Bombs can take out multiple targets if dropped correctly.



Larger targets will produce farther-reaching concussion waves.

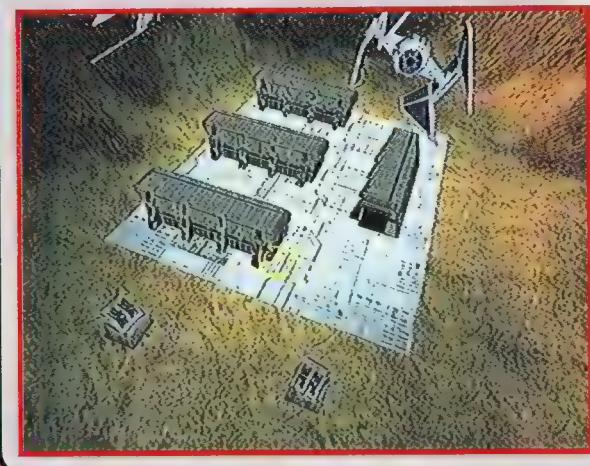
LOCATE AND DESTROY THE IMPERIAL GARRISONS

The Imperial garrisons are nestled in the corner of the canyon entrance to the radar array. After you have successfully obliterated the sensor outpost, return to the garrisons. You should have destroyed the two turbolasers in front of the garrisons before bombing the radar dishes, but if you left them behind be sure to blow them up before descending on the garrisons. The buildings will require only one bomb each, but because they are so near each other, you will probably have to make two passes over them. Try looking through the Far View to get a mynock's-eye view of the garrisons and slow down before unloading your bombs to avoid making more passes than necessary.



CHANGE CAMERA VIEWS

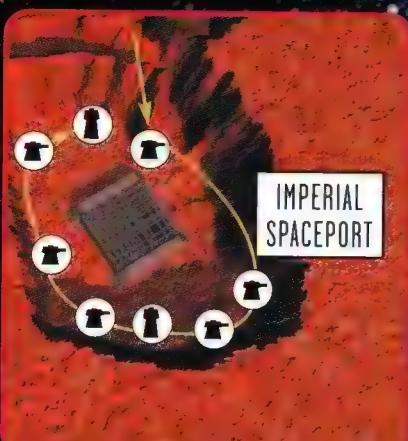
The Kile II mission is one that lends itself to the long-range views, especially when you begin your bombing runs. Pulling back to the Far View allows you to see the exact direction your ship is pointing and gives you a clear shot of where your bomb sights are targeting. A unique feature of the Y-wing's Cockpit View is that the moment you activate your bomb sights, the camera switches to a strict top-down view that allows precise aiming, almost guaranteeing a direct hit every time.



LOCATE AND DESTROY THE IMPERIAL SPACEPORT

The Imperial spaceport occupies an enormous clearing in the lower-right quadrant of the Imperial-controlled Kile II canyons. As you enter the area, expect heavy fire from turbolasers and missile turrets. Taking these out should be your first priority—do it before you start bombing the spaceport. There is a total of eight units, so expect to spend some time circling the base and knocking them out. As soon as the turrets are out of commission, begin your run on the spaceport. Ignore the TIEs burning up the skies overhead—their fire rarely strikes you, and when it does, it causes little damage. Destroy every building below you, except the long corridors leading out from the central tower, which have no effect on your objective.




GOLD MEDAL STRATEGIES


DESTROYING THE ENCLAVE

You cannot satisfy your spaceport objective without destroying the eight turrets placed around the Enclave. As you fly into the area, box the spaceport and blow up the turbolasers and missile turrets with your blasters. Once they're gone, quickly bomb the spaceport.



The Y-wing's heavy shields can withstand a lot, but repeated scratches will do your fighter in if you don't mop up the turrets before bombing the spaceport. Take them out first and foremost.

STORMTROOPER FLAMBÉ

You must destroy 65 Imperial targets if you want to earn the gold medal. While destroying the spaceport, garrison, radar and turrets will bring up your hit count, it won't be enough to qualify for the gold. TIEs are hard to shoot down in the Y-wing, but slow-moving stormtroopers make an easy target.



Drop a bomb in the center of a group of fleeing Stormtroopers to rack up some easy hits.

USE FAR VIEW

The Close View and Standard View work well with the speeder and X-wing but can often hinder your ability to see your ground targets and bombing crosshairs. Instead, choose the Far View to get an idea of exactly where your ship is in all the action and maintain constant watch over approaching targets. The Cockpit View provides the best camera angle for bombing, but as soon as the bomb is released you'll return to a view of the action obstructed by the ship's control panel. To bring up the Cockpit View again, press the bomb button.

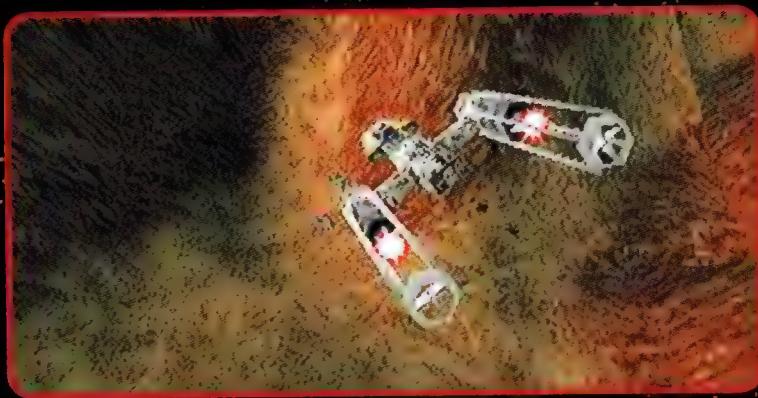


The Far View allows you to keep multiple targets in sight over the spaceport while dropping bombs. If you hold the brakes while bombing from afar, you will hit your target almost every time.

Y-WING



Before the introduction of the X-wing, the Y-wing was the flagship starfighter of the Alliance. The Battle of Yavin was the workhorse's most dangerous mission, and it has since been assigned to running less risky ones. Other than its impressive shields, the Y-wing's standout feature is its ease of modification. The craft's extra shielding is crucial during bombing runs. If you are priming the ship for a hit-and-run mission, remove bulky hull guards to lighten the payload. While the Y-wing may be slow, its titanium-reinforced Alusteel armor makes it extremely durable for missions where heavy fire is expected.

**CLASS**

Koensayr BTL-S3 Y-wing Attack Starfighter

SIZE

16 m long

SPEED

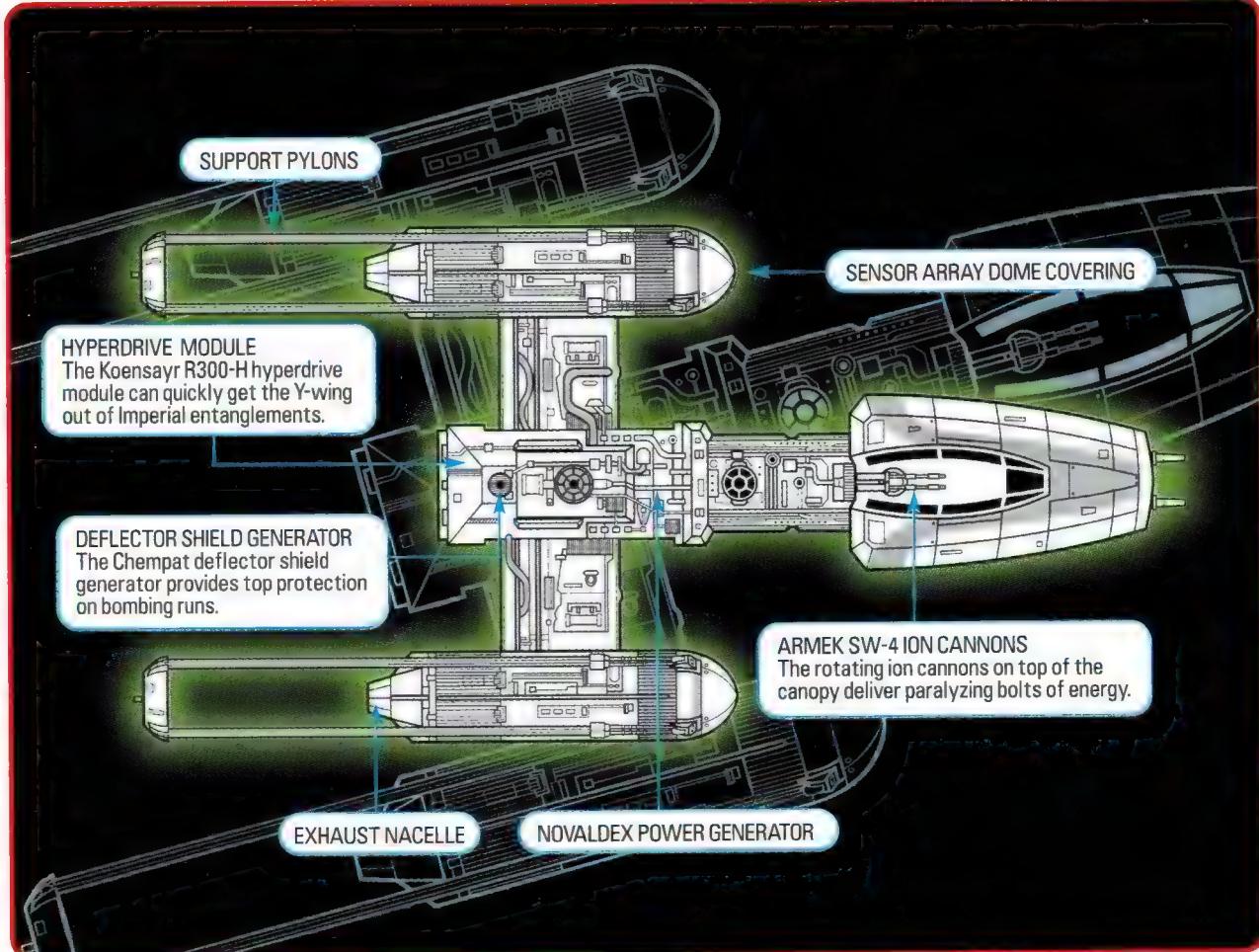
70 MGLT

CAPACITY

1 pilot, 1 astromech droid

WEAPONS

2 laser cannons, 1 twin ion cannon, 2 proton torpedo launchers



CHAPTER TWO

STAGE 9: RESCUE ON KESSEL

As Rogue Squadron emerges from Kile II victoriously, Wedge Antilles is captured by the Empire. Now Luke must lead a daring rescue on a high-speed hover train across the desolate Kessel plains.





LISTEN CLOSELY, ROGUE SQUADRON. KASAN MOOR BELIEVES THE IMPERIALS ARE TAKING ANTILLES TO THE KESSEL PRISONS. THEY'RE PROBABLY USING A HOVERTRAIN TO TRANSPORT HIM, SO WE'VE OUT-FITTED YOUR X-WINGS WITH ION CANNONS TO STOP THE TRAIN BEFORE IT REACHES THE PRISONS.

MISSION OBJECTIVES

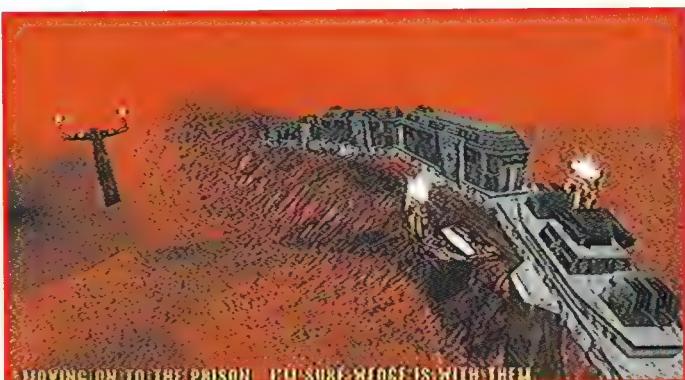
- ★ LOCATE AND DISABLE THE TRAIN
- ★ RESCUE WEDGE

MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	5:00	4:45	4:30
ENEMIES DESTROYED	7	15	26
ACCURACY	30%	35%	40%
FRIENDLY SAVES	3	4	5
BONUS COLLECTED	0	0	0

BLAME IT ON THE TRAIN

Of those who've been captured by the Empire, few have lived to tell of the horrors they were subjected to. Wedge, now an Imperial prisoner, faces certain death if you do not act quickly. Kasan Moor provides the Alliance with the location of the infamous Imperial prison on Kessel, an inhospitable rock known for its salt and spice mines. Immediately, Luke and the rest of Rogue Squadron climb into the cockpits of their X-wings and skim across the stars to Kessel. As the Rogues approach the planet, they spot life signs in two areas: a ground convoy and an armored hovertrain. Moor insists that Wedge is on the train, but the other Rogues suspect that he's hidden in the convoy. Luke decides to follow Moor and lead a charge on the train, because a daring rescue is the only way they'll keep him from becoming a martyr for the Rebellion.



MOVING ON TO THE PRISON. YOU SURF. WEDGE IS WITH THEM.



ISN'T IT IONIC?

The armored hovertrain swiftly transports hostages to the prison facility. There's no way of knowing which car Wedge is in, so the only way to save him is to bring the train to a halt. Blasting the cars has no effect and could possibly injure Wedge. You must use your secondary weapon, the ion cannon, to disrupt the magnetic field that propels the train across Kessel's surface. Focus your attention on the canon-toting cars first—their fire is tough on your wingmen. Repeated ion cannon blasts will render them inoperable.



The initial car is especially important. Disrupting it first will begin to hinder the entire train. Be careful of ground fire from turbolasers.



You can escape the fury of the train's cannons by firing your ion cannon at the train from below. Watch out for the posts, though.



GOLD MEDAL STRATEGIES

X-WING X-ING

The hovertrain's tracks wind through relatively flat land, leaving you without a hiding place while you're trying to save Wedge. Before you try to stop the train, be sure to clear the area of turrets and pesky AT-STs or your rescue mission will soon turn into a funeral procession. After you've scoured Kessel for Imperials, you will still have enough track left to halt the train.



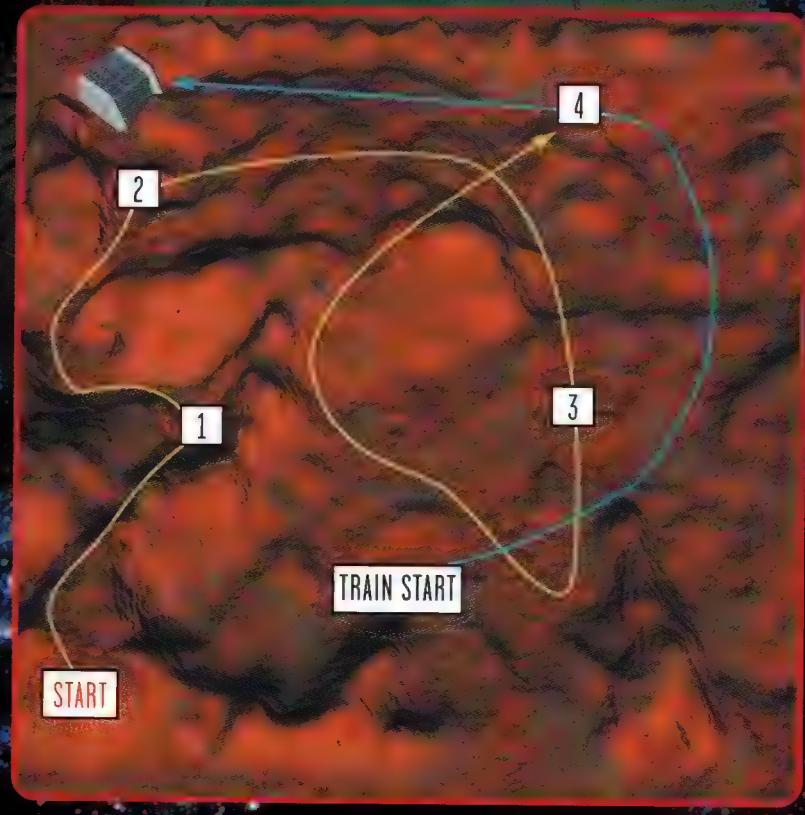
Using the advanced blaster technology from Taloraan will save some time and greatly increase your chances of earning the gold medal on this stage.

PATH TO GLORY

To destroy the required 26 enemies, you must gun down everything in the mission. Follow the flight path on the map—it will lead past all four clusters of Imperial targets starting with the decoy convoy. Be sure to blast missile turrets as soon as you see them because they will do the most damage to your X-wing. The ion cannon will temporarily stun AT-STs.



You'll find seven Imperial targets if you veer immediately to the left at the start of the mission: a missile turret, a turbolaser, an AT-ST, the three convoy tanks and an outpost.

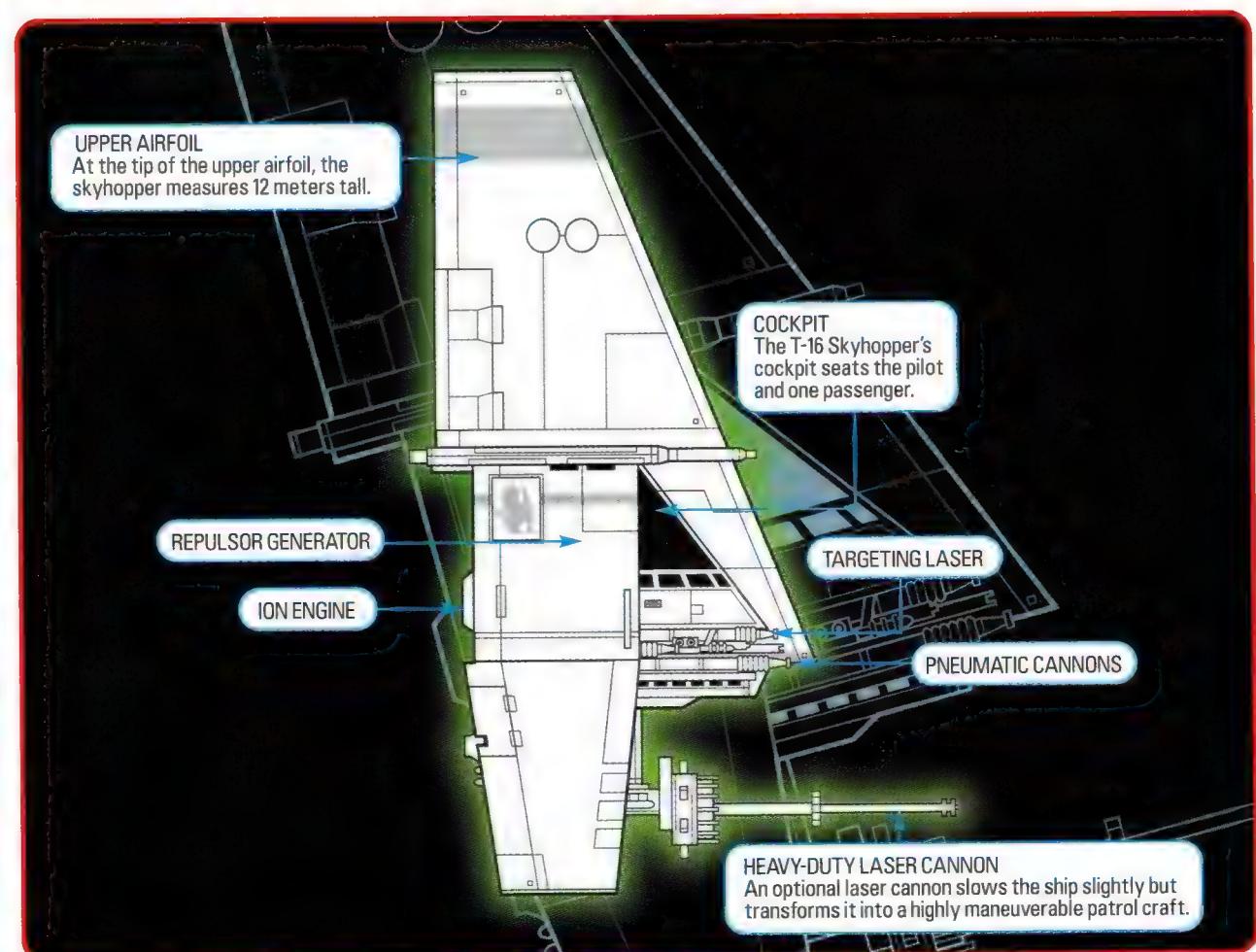


T-16 SKYHOPPER

As a teenager, Luke Skywalker tore across the scorched sands of Tatooine in his souped-up T-16 skyhopper. Luke's natural talent as a pilot allowed him to zip through Beggar's Canyon with ease. Unbeknownst to him, within months his talents would land him behind the controls of an X-wing fighter. The old skyhopper was designed as a personal transport, but it is possible to equip the craft with a heavy cannon for protection and patrolling. The tri-wing design stabilizes the craft, while an ion engine propels it across the ground. Two repulsorlift generators can raise the skyhopper to a maximum altitude of 300 meters for surveillance. The controls of a T-16 are similar to those of an X-wing.



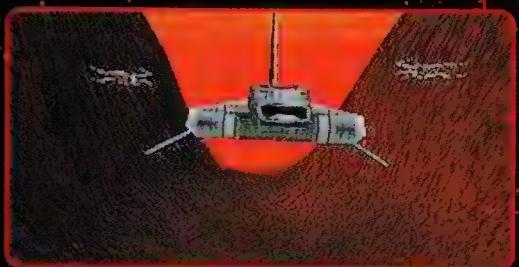
CLASS	Incom T-16 Skyhopper
SIZE	12 m tall
SPEED	1,200 km/h
CAPACITY	1 pilot, 1 passenger
WEAPONS	Optional



CHAPTER TWO

STAGE 10: PRISONS OF KESSEL

Wedge may be safe, but the Alliance can hardly turn its back on the other Rebel captives rotting in the Kessel prisons. Rogue Squadron agrees to provide air support while Madine's teams of commandoes free the prisoners.





ACCORDING TO KASAN MOOR, THE PRISONS ON KESSEL ARE FULL OF REBEL SOLDIERS. WE SIMPLY CAN'T LEAVE THEM BEHIND. MADINE AND HIS TEAM OF COMMANDOES WILL STORM EACH FACILITY AND LIBERATE THE PRISONERS WHILE YOU PROVIDE COVER FROM TIES AND DESTROY GROUND ARTILLERY.

MISSION OBJECTIVES

- ★ DESTROY THE POWER GENERATOR
- ★ PROTECT AND ESCORT MADINE'S SHUTTLE

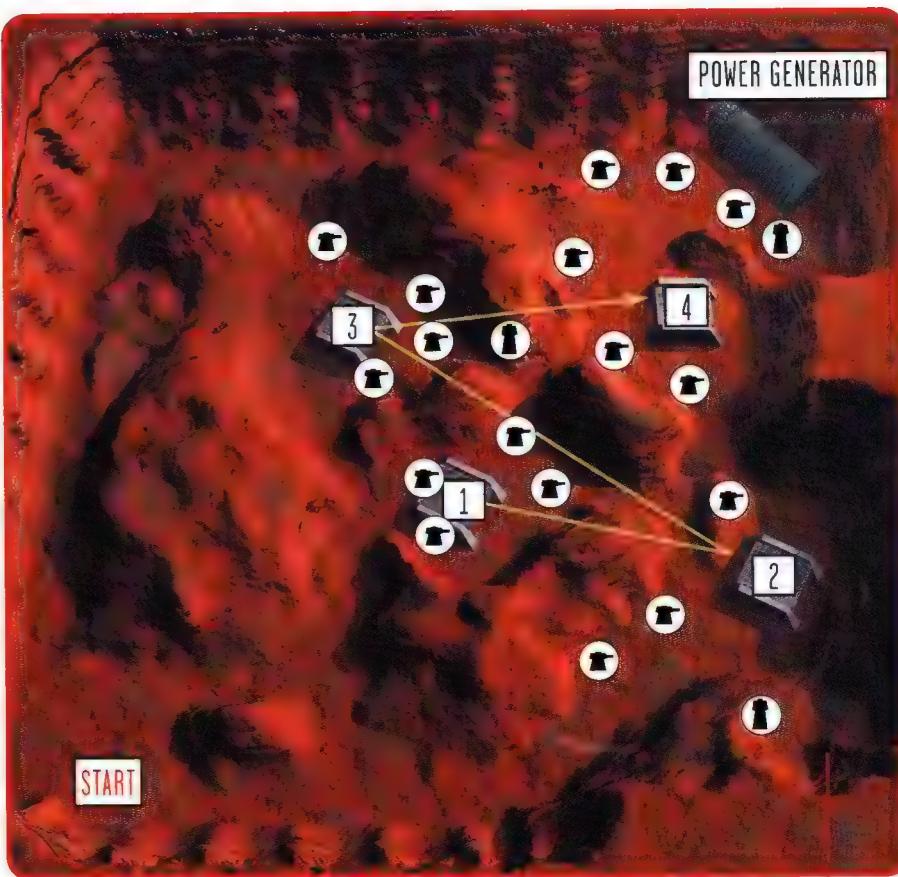
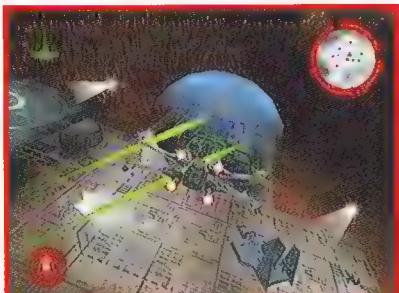
MEDALS

	RUNNER UP	SECOND	WINNER
COMPLETION TIME	13:00	12:45	10:30
ENEMIES DESTROYED	75	85	103
ACCURACY	30%	35%	40%
FRIENDLY SAVES	9	25	35
BONUS COLLECTED	0	0	1



HELP MADINE LIBERATE THE REBEL PRISONERS ON KESSEL

A dinner date with Jabba the Hutt is preferable to a term in the harsh prisons of Kessel. Long notorious for their harsh treatment of those awaiting the customary Imperial death penalty, the prisons have also garnered a reputation for being impossible to escape from until now. Beginning at prison #1 on the map, Madine and his team of rugged commandoes intend to penetrate the facilities and free the Rebel captives. Count on a lot of heavy fire from turbolasers and from TIE fighter formations.

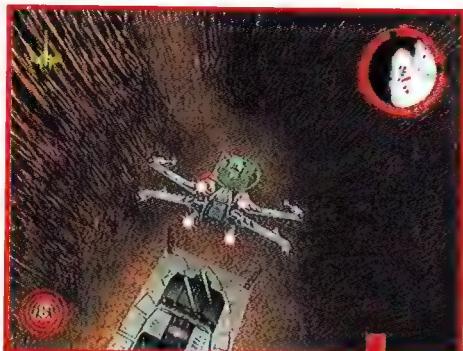


TURBOLASER



MISSILE TURRET

DESTROY THE POWER GENERATOR



The prisons are protected by impenetrable force fields. These giant shields require an incredible power source to maintain full effectiveness against outside attacks. The four prisons on Kessel draw their energy from a single, massive shield generator. Imperial architects wisely decided to place the Kessel generator away from the four prisons, giving the Imperial forces enough time to mobilize in the event the generator were taken out by Rebel ships. As soon as the mission starts, immediately veer away from the pack and head for the power generator. Along the way, blast a few of the turbolasers that surround prisons one and four. Even if you land only a few shots on some of the Imperial defenses, it will make it easier to blow them up when you return to protect Madine's shuttle.



Before blowing the generator, destroy the missile turret guarding the area. If you leave it intact, it will severely damage your X-wing while you attack the generator.



THE POWER OF THE DARK SIDE



If you close your S-foils, you can reach the shield generator in record time. The drawback is that you won't be able to weaken the prisons' defenses along the way. You can, however, use those extra seconds to clean up some easy Imperial targets surrounding the generator. After wiping out the shield generator with your proton torpedoes, quickly empty your blasters on the other two nearby turbolasers. The garrison and twin domed buildings are easy hits, but you can also destroy the four metal towers around the generator. On your way back to the first prison after destroying the generator, you will fly over Imperial targets such as turbolasers. You cannot afford the time to linger and blow all of them up as you pass, but you can strafe a few while you zoom back to Madine's side.



Only after you level nearby defenses should you make your lethal pass over the generator. Two proton torpedoes are enough to blow the shield generator sky high.



PROTECT AND ESCORT MADINE'S SHUTTLE

Without adequate air support, this jailbreak won't last much longer than an ice cube on Tatooine. Madine's commandoes have only enough time at each prison to free the captured Rebels and make a break for the shuttle. It is up to Rogue Squadron to defend the shuttle against the onslaught of Imperial air and ground forces. Destroy all the turbolasers surrounding each prison. The TIEs rain laser fire down upon the shuttle, so be sure to engage them before blowing up unarmed ground targets.



ROGUE SQUADRON: WHERE'S OUR COVER??!

As the Rebels flee, stormtroopers scour the prison. If you have destroyed the TIEs and turbolasers, rack up a few easy hits by strafing the stormtroopers as they file out of their barracks.

The TIEs may be faster than your ship, but they rarely fly far from the shuttle. If you keep to a central location, you can pick them off as they make passes over Madine's shuttle. A couple of shots will bring each TIE down.



JAILHOUSE ROCK

The final prison break is the hardest, because the Imperial forces have concentrated their firepower for one last stand. After you swiftly wipe out the turbolasers, immediately confront the AT-STs surrounding the prison. The first AT-ST you should go after is slightly camouflaged beneath the TIE landing pad. Because it's closest to the shuttle, it will inflict a lot of damage if you fail to eliminate it right away.



On your first pass over the prison, blast the turbolaser that's directly lined up with the TIE platform, then descend on the AT-ST.

Use a proton torpedo to weaken the AT-ST's defenses on the first pass. On the second pass, a barrage of laser fire will finish it off. The TIE interceptors are definitely more nimble than your X-wing, but their lack of shields makes them easy hits.



GOLD MEDAL STRATEGIES

DESTROY 103 IMPERIAL TARGETS

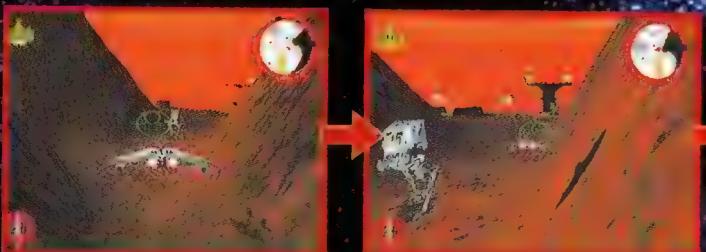
This mission has an unusually high hit count, so if you want the gold medal you'll need to keep your finger near the trigger. If you have the V-wing, you can switch to rapid-fire mode and quickly gun down TIE formations and wipe out entire regiments of stormtroopers. Do not destroy the barracks until Madine says, "Thanks, Rogue group, I'm clear." That's when stormtroopers emerge from the barracks. If you blow up the barracks beforehand, you will not receive credit for gunning down the stormtroopers within.



Use the V-wing's seeker cluster missiles to decimate TIE interceptor formations as they blaze across the sky.

ELIMINATE THE AT-STS IMMEDIATELY

The AT-STS have a great deal of armor, so it will often take two passes to destroy them. Using the seeker cluster missiles up close will destroy them, but you'll want to save those missiles for TIE interceptors. Switch to rapid-fire mode and approach the AT-ST from above, avoiding its return fire. Blast the AT-ST as you pass, then allow your cannons to cool down while you swoop around for the second pass. Shooting a man in the back is often deemed cowardly, but any target encased in chicken-walking armor is fair game. Riddle the back of the AT-ST with laser fire to destroy it. The AT-STS do a lot of damage to Madine's shuttle, so be sure to take them out early in each jailbreak.



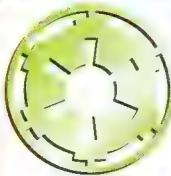
If you approach the AT-ST from the front, the second pass will leave you pointed toward the prison, shaving precious seconds off your time.



FIND THE SEEKER MISSILES

The A-wing's seeker missiles are enclosed in a bunker hidden above the second prison facility. The bunker is guarded by a missile turret that can do a great deal of damage to a V-wing. Use the rapid-fire option to unload both barrels on the turret and blow it up before snatching the seeker missiles out of the bunker. Do not go after the missiles until you have cleared the area of Imperial forces that can harm the shuttle.

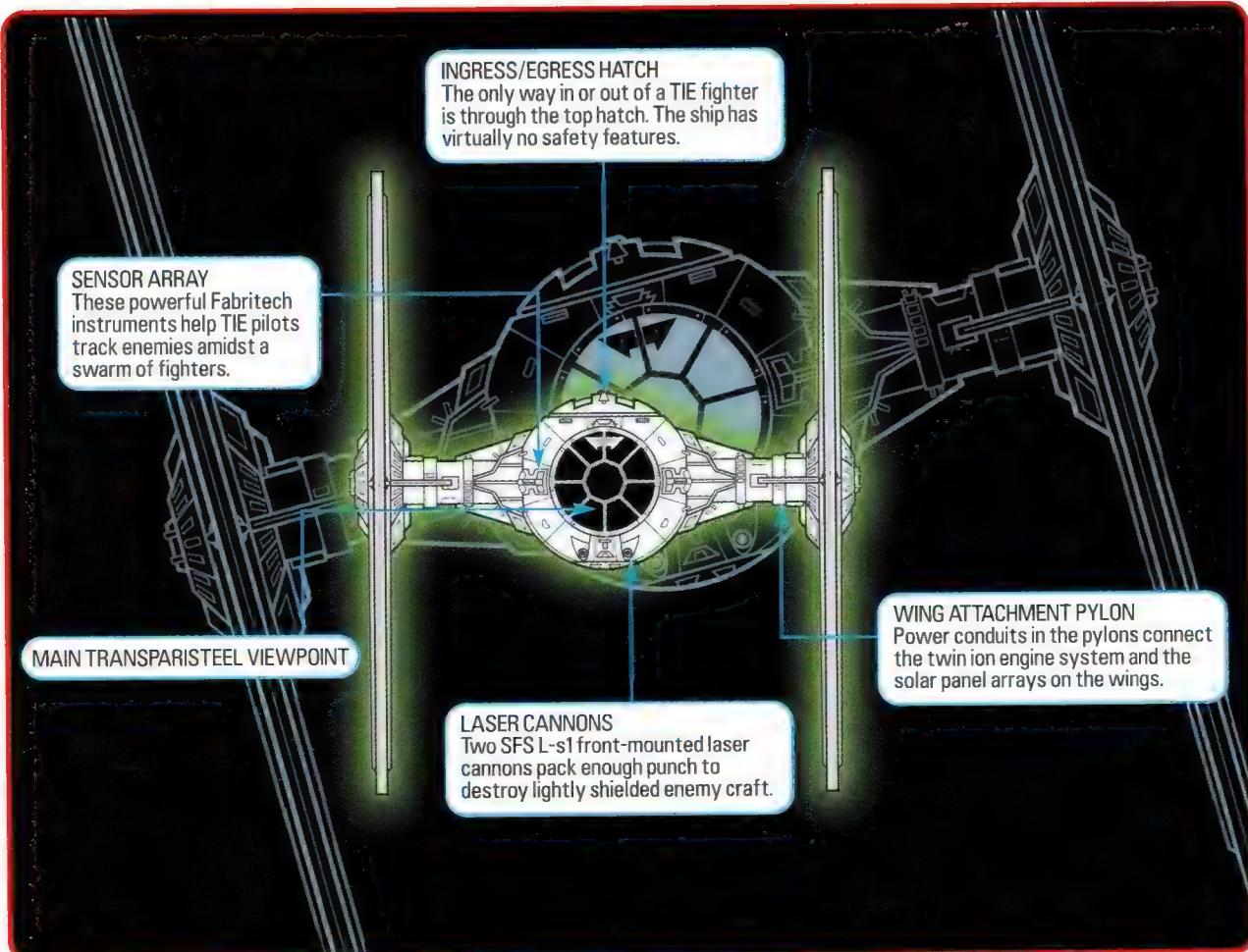
TIE FIGHTER



The agile and speedy TIE/Ln Space Superiority starfighter is one of the main frontline weapons of the Imperial fleet. To achieve the TIE fighter's maneuverability and speed, designers sacrificed armor, hyperdrive engines and other systems. TIE fighter pilots are considered to be suicidal by other Imperial pilots, mainly because commanders consider the mass-produced ships to be expendable. The main strategy of attack is to send overwhelming numbers of the starfighters against enemies. The first Death Star held 7,000 of the Sienar Fleet Systems ships. Skilled pilots learn to fly the ships using both hands and feet.



SIZE	6.3 m long
SPEED	100 MGLT, or 1,200 km/h in atmosphere
CAPACITY	1 pilot and 65 kg of cargo
WEAPONS	2 SFS L-s1 laser cannons
DEFENSES	Titanium alloy hull and Quodanium steel armored solar panels



CHAPTER THREE

STAGE 11: BATTLE ABOVE TALORAAN

When Kasan Moor reveals that Tibanna gas increases the potency of the Empire's weaponry, Rogue Squadron plans a swift raid on Imperial Tibanna mining operations over Taloraan. The crowded sky provides ample challenge, as Rogue Squadron hopes to set back rapidly advancing Imperial technology.



INTELLIGENCE HAS DETERMINED THAT A RAID ON THE EMPIRE'S TIBANNA GAS MINING OPERATIONS WOULD SLOW IMPERIAL WEAPONS DEVELOPMENT. THIS IS A TOUGH HIT-AND-RUN MISSION ONLY, SO I DON'T WANT TO SEE ANY FANCY MOVES OUT THERE BEYOND WHAT IT TAKES TO GET THE JOB DONE.

MISSION OBJECTIVES

- LOCATE AND DESTROY THE IMPERIAL TIBANNA GAS CONTAINERS
- AVOID CIVILIAN CASUALTIES

MEDALS

	BRONZE	SILVER	GLD
COMPLETION TIME	10:00	8:00	7:00
ENEMIES DESTROYED	70	80	90
ACCURACY	40%	60%	70%
FRIENDLY SAVES	0	0	1
BONUS COLLECTED	0	0	1

PREPARE FOR BATTLE

PREPARE FOR BATTLE

Imperial weapons technology is constantly evolving. Imperial scientists have discovered that introducing Tibanna gas into a blaster's firing mechanism vastly increases its ferocity. There is no greater source for Tibanna gas than the cloudy planet Taloraan, where free-floating mining platforms harvest the plentiful resource at an incredible pace. While civilian operations continue on the planet, the Empire is aiming to overrun the Tibanna harvest facilities. Because of the new interest in the gas, the Empire has augmented the protection of its platforms by adding several TIEs to the local squadron.



IMPERIAL GAS TANK



CIVILIAN GAS TANK



LOCATE AND DESTROY THE IMPERIAL TIBANNA GAS CONTAINERS

The Empire has not wrestled away complete control of the mining colonies on Taloraan, but it is expected that the planet will fall under Imperial rule within the year. But if Rogue Squadron can erase Imperial influence from the planet, the Emperor will be angrier than a freshly-shorn Wookiee. Disrupting production of the mining operations has the potential to seriously curb Imperial expansion in this system, as well as set back the Empire's weapons program for at least three months. You must clear the eight Tibanna mining platforms surrounding the Cloud City if Rogue Squadron wants to make sure the Empire strikes out.



X MARKS THE SPOT

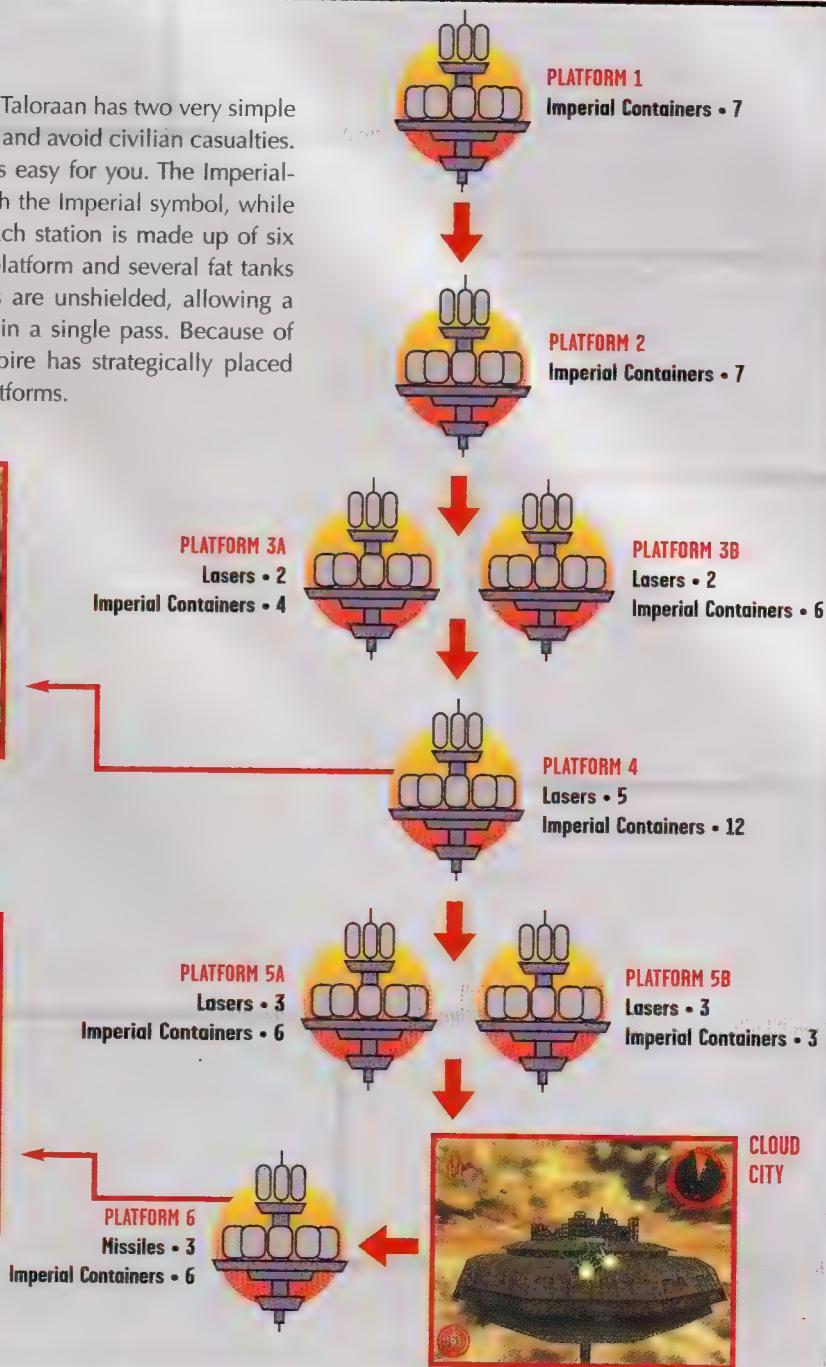
Your mission through the pinkish skies of Taloraan has two very simple objectives: destroy the Imperial gas tanks and avoid civilian casualties. Fortunately, the Imperials have made this easy for you. The Imperial-controlled gas tanks are emblazoned with the Imperial symbol, while civilian tanks bear no such markings. Each station is made up of six tanks on the small, upper containment platform and several fat tanks on the main mining platform. The tanks are unshielded, allowing a pilot with good aim to take out several in a single pass. Because of its inability to shield the tanks, the Empire has strategically placed compact turbolasers on several of the platforms.



Use seeker torpedoes to single out the destructive turbolasers. While you can almost always weave through sparse bursts of laser fire, you cannot complete Platform Four without destroying the concentration of lasers.



An experienced pilot can use the A-wing's agility to dodge laser fire, but its lack of shields makes it a tempting target for missile turrets. Take an extra moment to wipe out at least one turret before going after the containers.



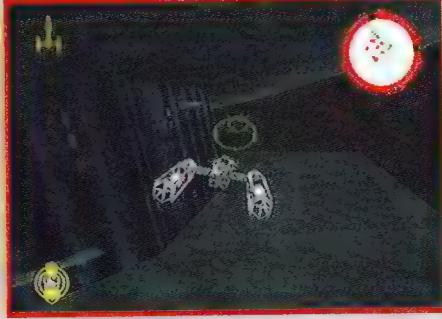
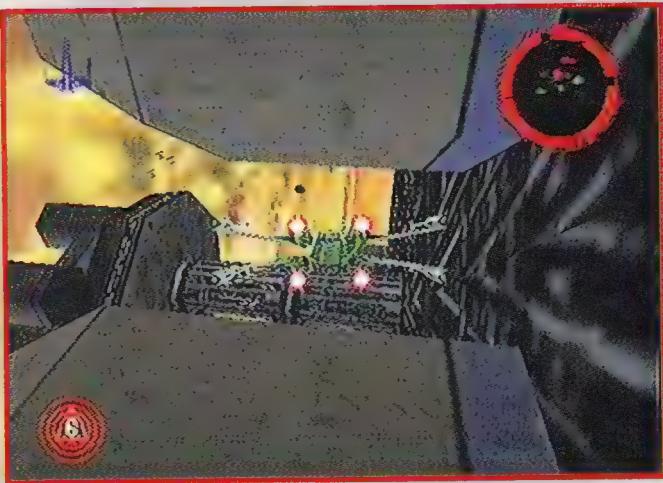
AVOID CIVILIAN CASUALTIES

Not only do the upper levels of the atmosphere provide excellent mining conditions, but they also offer romantic views of rambling cloudscapes and multi-hued sunsets. As a result, civilian yachts often clamor for the best positions to see the sights. Unfortunately, some of the yachts are parked next to the same platforms you're attempting to blow up. If you're not an excellent sharpshooter, your stray laser fire can down a civilian vessel. You must also watch out for the twin-pod cloud cars that swiftly patrol the area. In a panic to avoid the TIE squadron, they often fly straight into your path. A blockade runner also sweeps through the sky, so protect it to earn a friendly save.



TRAINING WINGS

The tight corridors between Taloraan's gas containers can make even the sharpest pilot feel like an Ewok behind the wheel for the first time. After finishing the mission, return to Taloraan and learn to weave the X-wing around containers, turn abrupt corners and make the fighter fit where it doesn't belong. You will need these skills in the missions beyond Taloraan, when you're picking off the TIEs in Chandrila and blowing up the generator on Sullust. And, if you can squeeze the X-wing between the containers, you will be prepared for the required run on the Cloud City if you want to find the advanced blasters.



The Cloud City's equatorial trench is excellent practice for the stunt flying you'll have to pull off to successfully complete the mission on volcanic Sullust shown in the screen shot on the right. Try to perfect the art of flying in narrow spaces before attempting the Sullust raid.



GOLD METAL STRATEGIES

FIND THE ADVANCED BLASTERS

The advanced blasters are hidden in the Cloud City's town square, well below the piercing towers. The A-wing's maneuverability serves you well here, because you must dive-bomb your craft into the city, snatch the weapons and pull up before becoming a grease spot on the side of a building.



SEVEN TOUGH MINUTES IN TALORAA

The hardest gold medal requirement for Taloraa is meeting the strict seven-minute time limit. Memorize where the Imperial containers are located on each platform, because you won't have enough time to make multiple flybys over each mining facility. The schedule to the right shows you where you need to be at what time in the mission. (The times shown indicate when you should be completing each task.) In order to down enough enemies to qualify, you can shoot TIEs only when they directly cross your path or are flying between platforms. If you have the seeker missiles, you can lock on to TIEs while blasting gas containers.



Don't veer away from the platforms to shoot down TIEs. Target only the TIEs that get too close for comfort while targeting the containers.



PLATFORM 1
Imperial Containers • 7
Time • 0:10



PLATFORM 2
Imperial Containers • 7
Time • 1:20
TIE Fighters



PLATFORM 3
Imperial
Containers • 11
Time • 2:50



PLATFORM 4
Imperial Containers • 12
Time • 3:50



PLATFORM 5
Imperial
Containers • 9
Time • 4:50
TIE Fighters



CLOUD CITY
Time • 5:50
Advanced Blasters
Time • 6:20



PLATFORM 6
Imperial Containers • 6
Time • 6:59

BLOCKADE RUNNER



While in its infancy, the Alliance purchased and modified several Corellian Corvette capital ships for use in Rebel operations. Darth Vader captured Princess Leia Organa's cruiser, *Tantive IV*, while she was trying to transport plans for the Death Star to the Alliance's base on Yavin. This multi-purpose ship can be used as a troop carrier and cargo transport. Each corvette is equipped with a fast hyperjump calculator, allowing for blinding exits into hyperspace. This feature allows the cruiser to escape Imperial engagement, which explains the craft's nickname: blockade runner.

**CLASS**

Corellian CR90 Corvette

SIZE

150 m long

SPEED

60 MGLT or 950 km/h in atmosphere

CAPACITY

30-165 crew, 600 passengers or 3,000 metric tons of cargo

WEAPONS

6 turbolasers

MAIN ENGINES

At full thrust, the blockade runner travels at a remarkable 60 MGLT.

TURBOLASERS

The blockade runner is equipped with four single and two twin turbolasers.

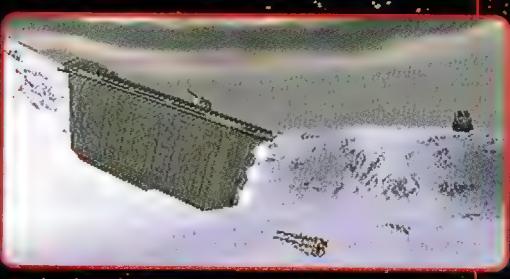
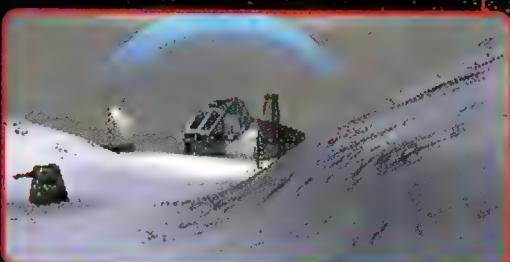
TWIN TURBOLASER CANNON**TURBOLASER CANNON****MAIN BRIDGE****ESCAPE PODS**

The eight escape pods propel evacuees and sensitive materials far from a captured or downed cruiser.

CHAPTER THREE

STAGE 12: ESCAPE FROM FEST

During the Rogues' mission on Taloraan, Rebel commandoes commandeered three AT-PTs. Rushing in to escort them to safety, Rogue Squadron descends upon the icy planet of Fest, where the climate will become even more chilling when the Rebels first cross paths with the Empire's vengeful Moff Seerdon.





ROGUE SQUADRON, WHILE YOU WERE SABOTAGING TALORAAN'S GAS PLATFORMS, A REBEL UNIT INFILTRATED IMPERIAL OPERATIONS ON FEST TO COMMANDER THREE AT-PTs. BUT THE COMMANDOES BOTCHED THEIR ESCAPE, SO WE NEED TO HAVE YOU TO FLY IN TO BAIL THEM OUT.

MISSION OBJECTIVES

- ★ LOCATE THE CAPTURED AT-PTS
- ★ FREE THE AT-PTS
- ★ ESCORT THE REBEL AT-PTS TO THE LANDING ZONE
- ★ DESTROY THE IMPERIAL RESEARCH FACILITY

MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	7:00	6:45	6:30
ENEMIES DESTROYED	40	50	65
ACCURACY	15%	20%	25%
FRIENDLY SAVES	5	6	7
BONUS COLLECTED	0	0	1

FEST IS NO PARTY

Rebel soldiers have captured three AT-PTs, and, in a rescue mission to fly them off the planet, you must protect them from AT-ATs, TIEs and tanks and escort them safely to a Rebel transport. The AT-PTs' much larger cousin, the AT-AT, will be the tiny walkers' greatest threat, so harpoon all three giant walkers before they can shoot the AT-PTs in transit. Once the AT-PTs have reached the Rebel landing zone, a new objective will appear: Destroy the Imperial research facility. The Empire's institute is shielded by a powerful force field, but once you've destroyed the shield generator located on the opposite side of the region, you'll be able to obliterate the building.



SEEKER PROTON TORPEDOES

IMPERIAL RESEARCH FACILITY

START

SHIELD GENERATOR



AT-AT



TURBOLASER



MISSILE TURRET

AT-PT



REBEL LANDING SITE

LOCATE THE CAPTURED AT-PTS



As soon as you begin, fly straight ahead to destroy the turbolasers mounted on top of the ridge. After blasting the first one, veer left to destroy two more mountaintop turrets, then swoop into the canyon to shoot the turbolaser adjacent to the Imperial research facility. Beyond the canyon's threshold pace three AT-PTs and one AT-AT. Rebels pilot the small walkers, so save your fire for the four-legged walker. While Rogues Eight and Nine are firing away at the gate that seals the walkers in the canyon, harpoon and trip the AT-AT so it will pose no threat to the Rebels' AT-PTs.



The tiny AT-PTs are trapped with a menacing AT-AT in a cordoned-off area of Fest. Destroy the turbolasers overlooking the area, then tangle up the AT-AT while your fellow Rogues work on blowing open the gate.

SLOW YOUR SPEEDER

The snowy landscape of Fest is knee-deep in Imperial buildings and warcraft. Often on your mission you will fly by tank or turret clusters, and the most efficient way of dealing with them will be to destroy them in one run. To maximize the hits and damage you deal in a single pass, apply your brakes while firing. To better your odds, arm your ship with the advanced blasters hidden in Taloraan.



Since you'll be dealing with many enemies at once, you should familiarize yourself with the number of hits it takes to blow up any given type of target. By knowing the magic number, you won't waste time waiting for an explosion to confirm your obliteration of a target. With the time you save, you'll be able to reposition your aim and fire away at a new target.



ESCORT THE REBEL AT-PTS TO THE LANDING ZONE

Once the other snowspeeders destroy the gate, the AT-PTs will be able to set out on their trek to the Rebel landing zone. String up the AT-AT near the shield generator, then fly over the ridge to harpoon the final AT-AT. If you can lasso the walker before the twelve Imperial tanks roll into the canyon, fly to the ridge in front of the research facility to nip the tank attack in the bud. The first wave of tanks will emerge from the ridge, followed by more tanks rolling down the opposite canyon wall and down the road leading from the Rebel landing zone. Destroy the tanks as swiftly as possible, because the Rebel AT-PTs will plod into their path, while eight TIE bombers will launch from the research facility.



DESTROY THE IMPERIAL RESEARCH FACILITY

When all the AT-PTs have clomped safely to the Rebel landing zone (at least one must make it to the rendezvous point in one piece), fly to the shield generator to deactivate the Imperial research facility's force field. Once the field has dropped, fly to the facility, then destroy the missile turrets that flank the building. Once you've destroyed its defenses, fire away at the facility until it blows up. As soon as you raze the building, the mission will be complete, so refrain from firing the coup de grace if you're trying to hunt down the power-up for the seeker proton torpedoes or mow down more victims to meet a medal requirement.



Once the shield generator is down, the Imperial research facility will be exposed. Its two missile turrets will be exposed, too, so quickly destroy them when blasting the building.

TANK DROIDS

Twelve tank droids will roll into the final stretch of the AT-PTs' canyon pathway. The first group of droids will emerge near the research facility, and if you can destroy the final AT-AT with enough time to spare, you can fly up to their ridgeline starting point to stop them in their tracks. The AT-PTs can shoot the tanks, but the walkers have front-mounted guns only, making them vulnerable from the rear. Wiping out the tanks that the AT-PTs have walked past should be your priority.





GOLD MEDAL STRATEGIES

THE LONG WALK HOME

The accompanying screen shots show the five key events in the Escape from Fest, and below each picture appears the target elapsed time you should shoot for to beat the gold medal clock. In your race against time, begin your mission by immediately turning right to fly to Area C on the map.

Destroy the two turbolasers flanking the shield generator, then destroy the three turbolasers on the ridge in front of Area E and the lone turbolaser at the nearby facility. While shooting as many stormtroopers as you can in order to boost your hit count, attack the AT-AT at A. Once the gate comes down, the AT-PTs will become moving targets, so quickly tie up the AT-AT at C, then the one at B. Battle the tanks before they can cross the AT-PTs' path, then stake out the facility to intercept the TIE bombers as they begin their raid. Destroy the generator at C and collect the bonus at D, then, before destroying the facility, take out the bunkers and score additional hits on the stormtroopers who'll flee from the rubble.



A: Trip the AT-AT after finding the AT-PTs (1:00)



B: The arrival of the tanks and TIE bombers (2:40)



C: Destroy the shield generator (4:30)



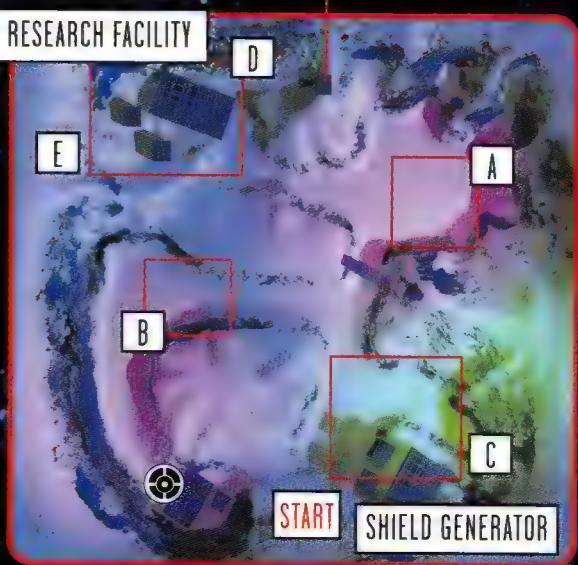
D: Collect the seeker proton torpedoes bonus (5:20)



E: Destroy the Imperial research facility (5:45)

SEEKER PROTON TORPEDOES

IMPERIAL RESEARCH FACILITY



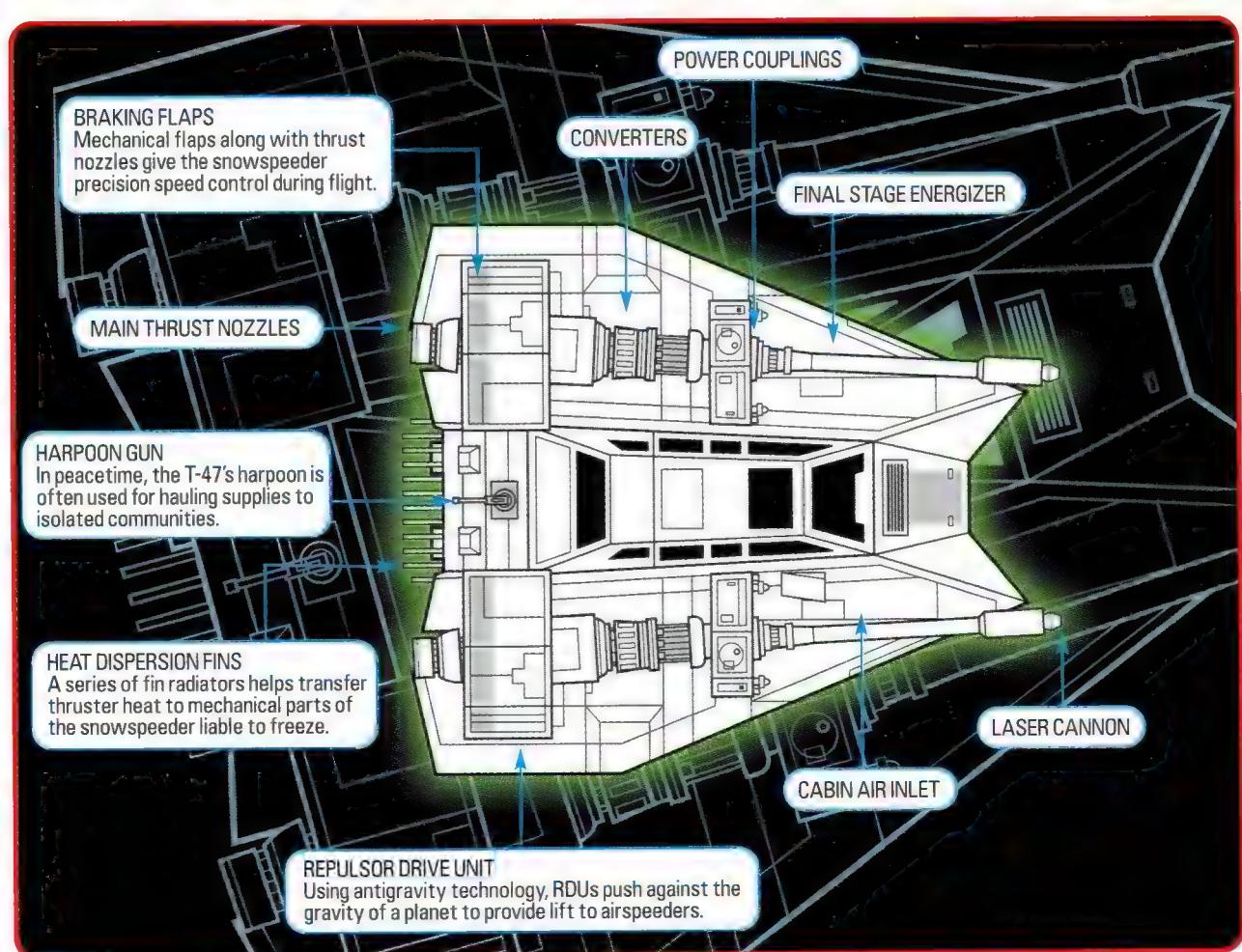
SNOWSPEEDER



At the Battle of Hoth, the Rebel Alliance adapted the Incom T-47 airspeeder for combat duty. Repulsor coil heaters were fitted to keep the systems and flaps from freezing, and the power harpoons were added as a means of downing AT-AT walkers. Like all airspeeders, the T-47 uses repulsorlift drives for lift and high-powered afterburners for thrust. The rear-facing gunner controls the harpoon gun with a computer targeting system. T-47s have also been modified for duty in hostile environments such as desert and swamp worlds. The snowspeeder's quickness and maneuverability have proven to be a great asset to the Rebel fleet.



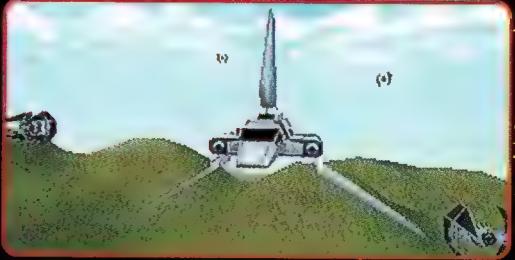
SIZE	5.3 m long
SPEED	1,000 km/h, with 570 km/h optimal combat speed and a maximum altitude of 250 m
CAPACITY	1 pilot and 1 gunner plus 10 kg of cargo
WEAPONS	Double laser cannon and power harpoon
DEFENSES	Heavy armor plating



CHAPTER THREE

STAGE 13: BLOCKADE ON CHANDRILA

Enraged that the Rebellion has raided his outpost on Fest, Moff Seerdon takes his wrath out on Chandrila, an agricultural planet populated by peaceful Rebel supporters. As he holds the city under siege, the Alliance attempts to ship in supplies and fly in Rogue Squadron to protect the ailing metropolis.



CHAPTER THREE



ROGUE SQUADRON, MOFF SEERDON IS AVENGING HIS DISAPPOINTING LOSS ON FEST BY SEIZING A COMMUNITY IN CHANDRILA. THE CITY IS UNDER ATTACK, BUT IF YOUR X-WINGS CAN SUCCESSFULLY ESCORT THE SUPPLY HOVERTRAIN EN ROUTE TO THE CITY, CHANDRILA WILL BE ABLE TO RECOVER.

MISSION OBJECTIVES

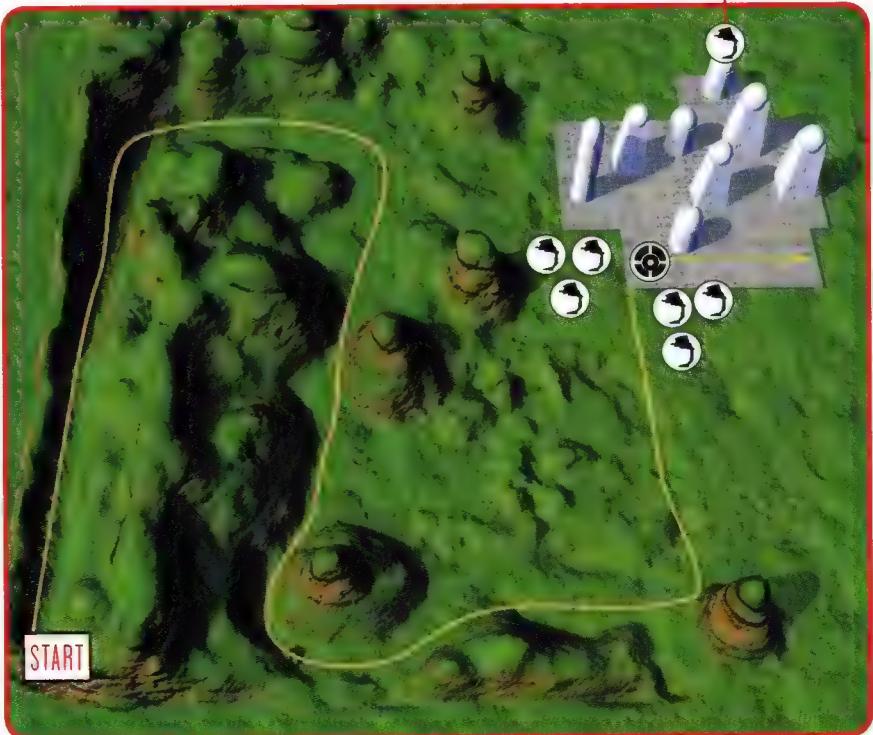
- escort and protect the supply train
- protect the city

MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	6:15	6:00	5:45
ENEMIES DESTROYED	20	30	35
ACCURACY	10%	15%	20%
FRIENDLY SAVES	2	3	4
BONUS COLLECTED	0	0	1

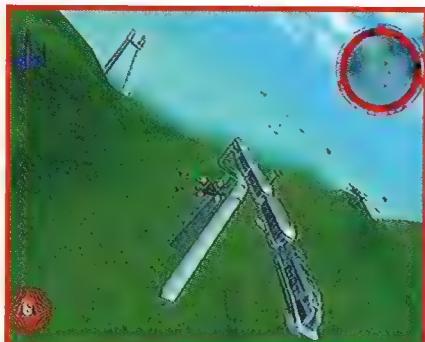
TAKE THE LAST TRAIN TO CHANDRILA

Bound for the city and stocked with supplies for the ailing Chandrilan metropolis, the hovertrain will cruise along the yellow path on the map as TIEs descend to derail and destroy the Rebel express. Once it pulls into the city, TIE bombers will begin bombarding the city. Amidst the warfare, the Alliance will load the local civilians onto its Rebel shuttles to fly them to safety, but AT-STs will interrupt the operation by attempting to thwart any effort to evacuate.



REBEL LANDING SITE AT-ST

ESCORT AND PROTECT THE SUPPLY TRAIN



The Rogues will fly above the hovertrain as TIE interceptors and bombers swarm in from the rear and sides to attack the train from above. Fall back and keep pace with the train by flying with your brakes applied. By lagging behind, you'll be able to keep an eye on all incoming TIEs, as well as your fellow fliers who will often be tailed by the interceptors. Monitor your radar to avoid being rear-ended by a TIE in pursuit of the train, but if your shields can withstand the collision, you may want to clip the enemy craft. TIEs are unstable ships, and any midair collision will spin it out of control and into the ground. When the train finally enters the city limits, it will be in the station but not out of the woods. Turn around, then head back to the invisible rails. In a last ditch effort, two TIEs will follow the tracks to the train to mount a bombing run on the stationed express.



RAILROAD TIES

As TIEs close in on the train, their green laser fire will usually precede them. The sight of emerald beams that originate off-screen is a sure sign to pull over. A TIE's lasers will indicate the ship's path, so use the green lasers it spews to gauge where the TIE will pop up when it catches up and makes its on-screen appearance. With your ability to anticipate where a TIE is headed, you can easily position your ship to target the TIE before it has flown too far away.



As you let an incoming TIE overtake you, quickly reposition to catch the ship in your sights.

PROTECT THE CITY

When the train is safe at the station, TIE bombers will invade the city to demolish its towers and buildings. Three TIE bombers will raid the metropolis, so circle the area to flush them out. Since the bombers are constantly on the move to bomb new buildings, lead your targets by firing in front of their path. If your aim is true, your targets will fly straight into your shots. Once you've sunk your lasers into all three TIEs, six AT-STs will close in on the three escape shuttles that are evacuating Chandrilia's citizens. Before the walkers can stamp out the escape, fire the seeker proton torpedoes that you uncovered in the Escape from Fest. One hit will destroy an AT-ST, and you'll have just enough torpedoes to take out the remaining three walkers.



STEPPING INTO THE CITY

Six AT-STs will close in on the escape shuttles docked in the corner of the city. On either side of the corner approaches a trio of walkers, and if you attack them at the right angle, you'll be able to maintain a straight flight path while blasting one walker after another. Begin flying parallel to the city border while leaving enough distance between your ship and the walkers so your seeker proton torpedoes' targeting system will have enough time to lock on to the first AT-ST. Press and hold the left C Button to bring up your missile sights, then press it again to fire once the red lock-on target box has appeared.





GOLD MEDAL STRATEGIES

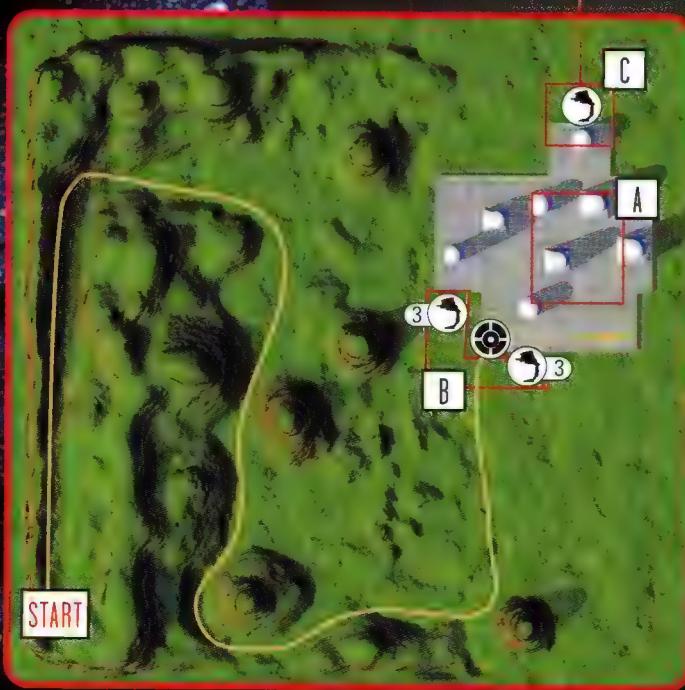
STORMING THE CITY

The time you spend on the mission and the number of friendly saves you score are the two most difficult gold medal requirements to fulfill on Chandrilla. To increase your saves, fall back and fly high while escorting the train so you can protect most of the Rogues and supply cars from enemy fire.

Once the train reaches the station, time will be of the essence, since the AT-STS won't attack until you've stopped the TIE bombers' air raid. Once you've downed the bombers, fire a seeker proton missile at each of the six AT-STS in Area B on the map. After blasting all six, fly to Area C to destroy the lone AT-ST at the opposite end of the city. Collect the advanced bombs power-up that emerges from its wreckage, then return to Area B where the Rebel escape shuttles will begin their ascent. As you watch the shuttles fly off into the distance, TIE interceptors will emerge from the right to give chase. Head them off at the pass, then return to Area A to finish off the final wave of TIE bombers.



ADVANCED BOMBS

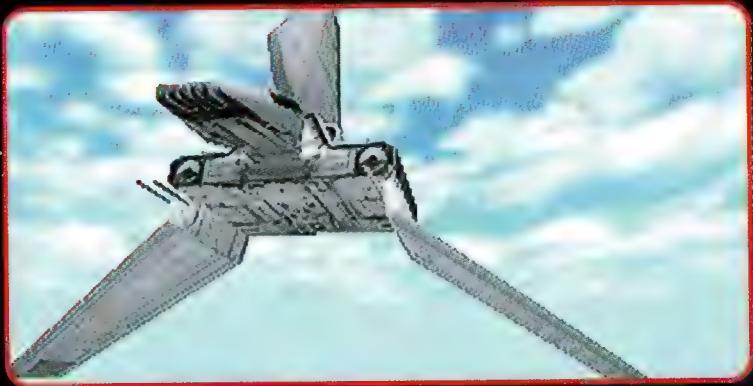


One of the gold medal requirements is to collect the hidden bonus, which is the advanced bombs power-up concealed inside the lone AT-ST standing at edge of the city opposite the escape shuttle area.

SHUTTLE



Rebel and Imperial officials, including the Emperor himself, favor these large, hyperdrive-outfitted craft for travel between star systems and fleets. *Lambda*-class passenger and cargo shuttles are often modified for civilian and military missions. Up to 20 troops with full combat gear can drop into battle from a standard combat shuttle, and some versions pack in as many as 10 laser cannons, though most have three blaster and two laser cannons. Sienar, the manufacturer of TIE fighters and other twin ion engine starfighters, also builds the shuttle, which is one of the company's best designs.

**SIZE**

20 m long

SPEED

50 MGLT and Class 1 SFS hyperdrive system, or 850 km/h in atmosphere

CAPACITY

4 command crew, 2 officers, 20 passengers

WEAPONS

3 double blaster cannons and 2 double laser cannons

DEFENSES

Light armor plating and 2 deflector shield generators

FORMATION LIGHTS

Signal lights on the shuttle's fins are used to communicate with other starship pilots during fleet maneuvers.

DOUBLE LASER CANNON**COMMUNICATIONS GRID**

State-of-the-art communications are vital for receiving and dispatching Imperial orders.

COCKPIT**BOARDING RAMP****DOUBLE BLASTER CANNON****UPPER STABILIZER**

The shuttle's vertical fin and fold-up wings give the craft a smooth ride even in turbulent atmospheres.

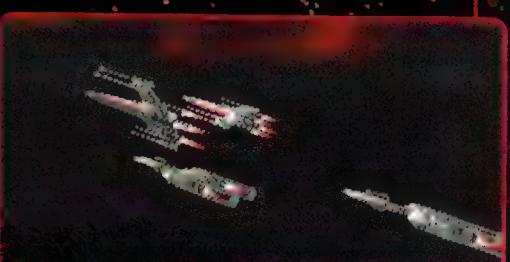
DOUBLE BLASTER CANNONS**MAIN DRIVE UNIT**

The shuttle's powerful engine sits beneath the main cargo or passenger bay behind the cockpit.

CHAPTER THREE

STAGE 14: RAID ON SULLUST

Moff Seerdon's charge on Chandrila has prompted the Alliance to strike back with an attack on the Empire's hidden base on Sullust. The mission, engineered by Kasan Moor, leads Rogue Squadron on a perilous run over an active volcano where the environment is just as deadly as the stationed Imperial forces.





KASAN MOOR HAS DEVISED A STRATEGIC ATTACK ON THE EMPIRE'S BASE ON SULLUST. YOU'LL BE PILOTING Y-WINGS THIS TIME OUT, SO DON'T PLAN ON MAKING ANY QUICK MOVES UP THERE. EXPECT HEAVY FIRE, BUT DON'T BE AFRAID TO GIVE IT RIGHT BACK.

MISSION OBJECTIVES

- ★ DESTROY THE TRANSMITTERS
- ★ DESTROY THE CAPACITOR

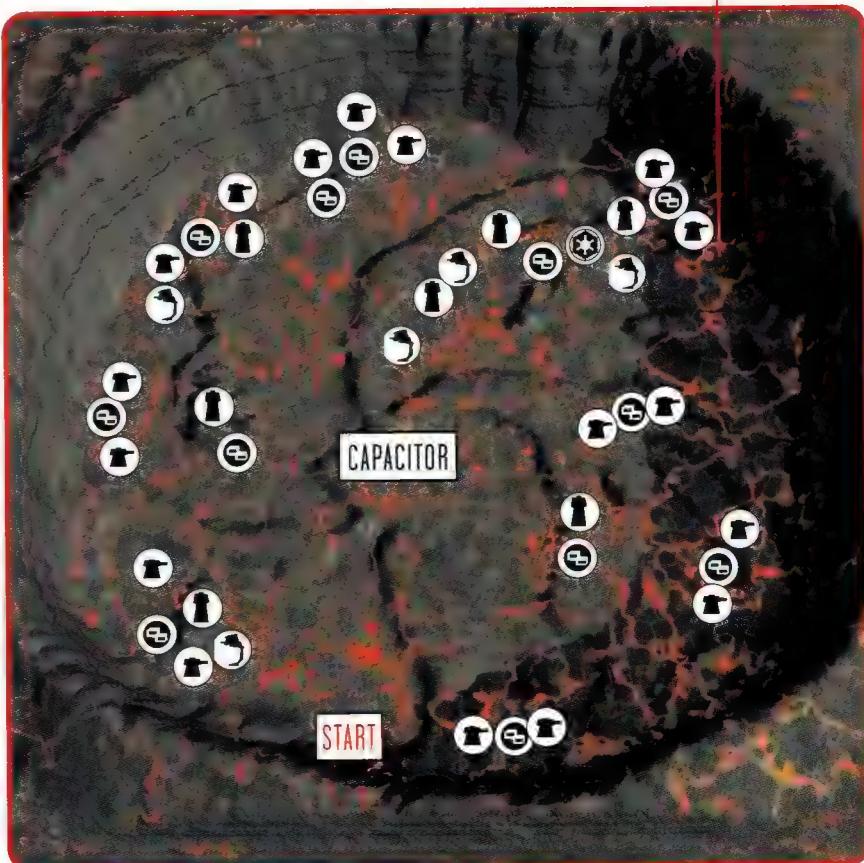
MEDALS

	bronze	silver	gold
COMPLETION TIME	6:00	5:00	4:00
ENEMIES DESTROYED	20	30	40
ACCURACY	25%	50%	75%
FRIENDLY SAVES	0	0	0
BONUS COLLECTED	0	0	1

BOMBARD THE IMPERIAL VOLCANIC BASE ON SULLUST

The searing heat of Sullust prevents any galactic watchdogs from peeking in on the planet, making it the perfect location for a hidden Imperial base. The surrounding system is under Imperial control, so a decisive attack on the Empire's operations here would weaken the Empire's influence in this galactic region. The only question now is: How did the location of this important base so easily fall into the Alliance's hands?

SEEKER PROTON TORPEDOES



AT-ST



IMPERIAL LANDING SITE



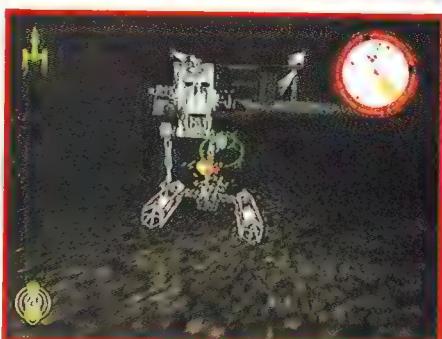
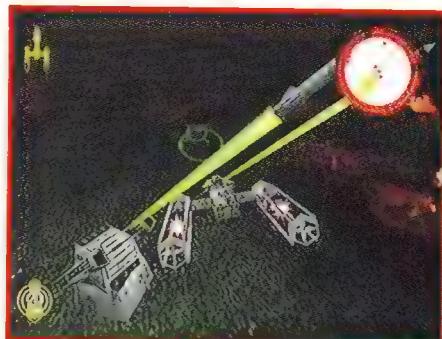
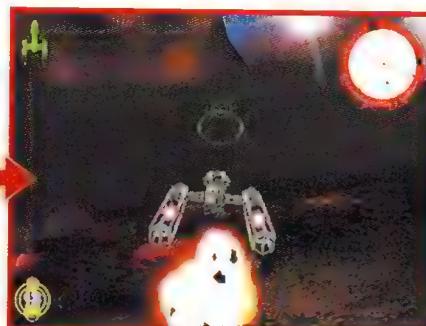
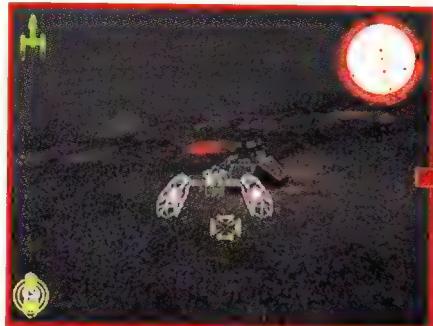
TRANSMITTER



MISSILE TURRET

DESTROY THE TRANSMITTERS

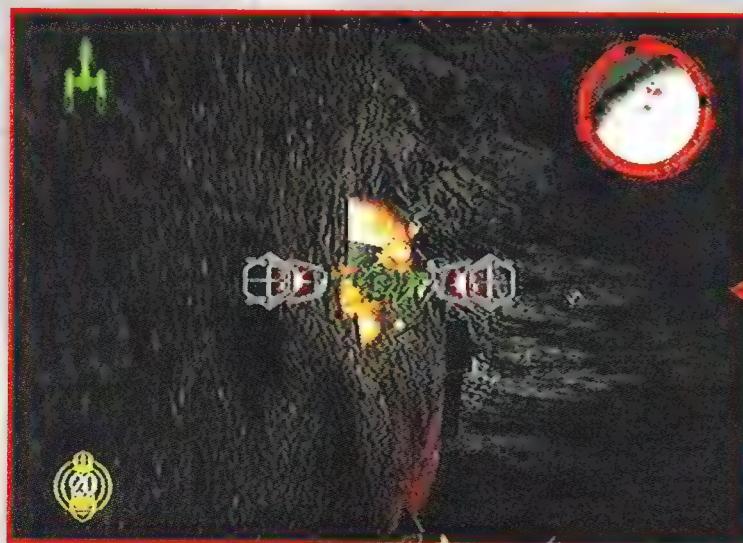
The Empire has placed most of the twelve transmitters along the wall of the volcano's crater; the rest are on islands surrounded by molten lava. All of the transmitters are defended by turbolasers, missile turrets or AT-STs—and they all seem to concentrate their fire on your Y-wing. This mission is harder than pulling the arms off a Rancor, so count on losing at least two of your ships before even approaching the capacitor. In most cases, it is best to bomb only the missile turret defenses because it is the only weapon that can track you. Stay as high up as possible, allowing yourself the maximum viewing distance to your bombing targets while keeping yourself clear of turbolaser fire.



As soon as the bombing target appears on top of a transmitter, drop your payload and pull up, because on this level, a low-flying Y-wing soon becomes an exploding Y-wing.

LUKE OUT BELOW

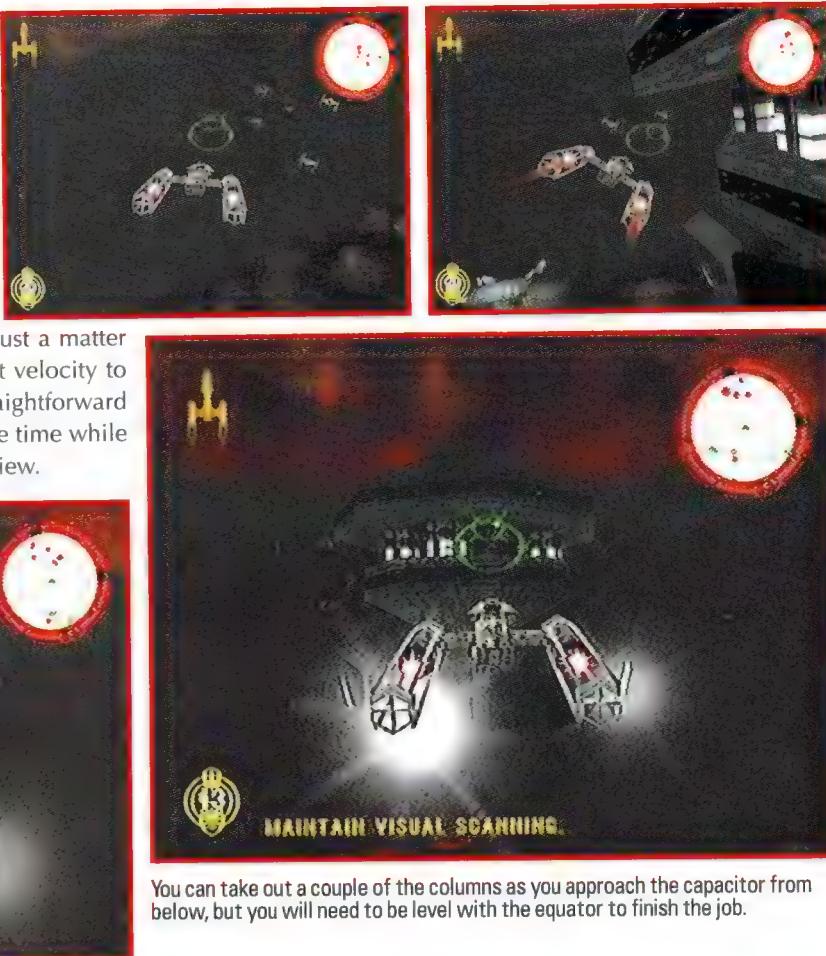
The missile turrets are the deadliest defenses on Sullust, but the turbolasers are still quite capable of gradually reducing your shields. To earn the gold on this mission, you have to destroy 40 enemies, so you will need to turn your attention to a few ground targets. The turbolasers have weak shields, so a few blasts from a Y-wing's cannons will decimate one. The Y-wing may be a little slow, but if you are a good pilot, you can use its thin frame to your advantage while approaching turbolasers.



As you advance on a turbolaser, roll your ship so its wings are pointing north-south. The Y-wing is thin enough to slide between the turbolaser's fire while you riddle it with cannon fire.

DESTROY THE CAPACITOR

As soon as you've destroyed the twelve transmitters, the shield enveloping the capacitor will dissipate. You may be out of the reach of most turbolasers, but you will soon have a mean-tempered squadron of TIE fighters on your tail. Their lasers do little damage to your Y-wing. To raze the capacitor, you will need to shoot out the rotating columns along the generator's equator. Your wingmen will destroy a couple of the columns. The columns are easy targets—it's just a matter of swooping around the capacitor at the right velocity to keep them in your firing range. The straightforward approach will work, but you will lose valuable time while you wait for the next column to swivel into view.



You can take out a couple of the columns as you approach the capacitor from below, but you will need to be level with the equator to finish the job.



INCAPACITATING ADVICE

The Y-wing is not the fastest craft in the Rebel fleet, so it requires a pilot who knows how to handle its torpid controls. If you attempt to place the Y-wing in the actual equator of the capacitor, the columns will crash into you from behind, instantly destroying your ship. Position the Y-wing just outside the path of the columns and hit the brakes. The columns will rotate into view as you slowly circle the capacitor. Lay on the trigger to destroy the columns. Ignore the TIE fighter fire—it's not powerful enough to seriously damage a heavily-shielded Y-wing.



Flying into the columns' path will allow you to quickly take out a couple of them, but you will be bumped from the rear. Be sure to keep a little distance from the capacitor so your ship won't take unnecessary damage.



GOLD MEDAL STRATEGIES

FIND SEEKER PROTON TORPEDOES

If you fail to find the hidden weapon on Sullust, you'll take yourself out of the race for a gold medal. You will find the seeker proton torpedoes in the bunker to the right of the transmitter behind the TIE landing pad.

A couple shots are all it takes to open the bunker, but don't linger or the missile turret will shoot you out of the sky.



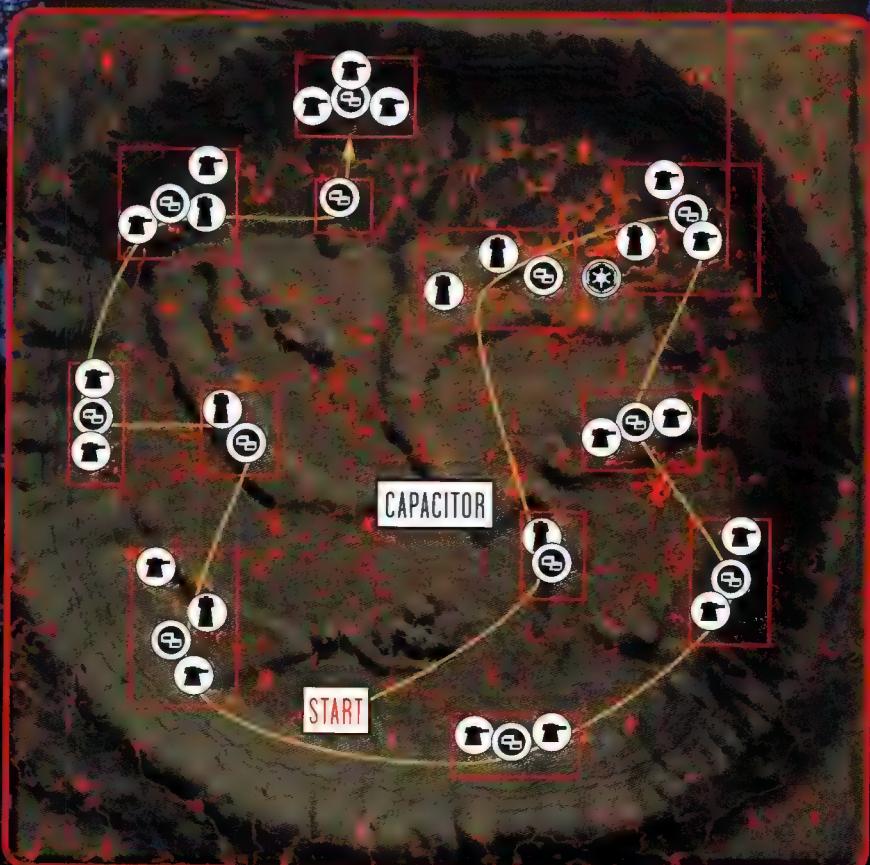
The tiny garrisons behind the Imperial landing site are prime for the picking.



SEEKER PROTON TORPEDOES

LAY WASTE TO IMPERIAL GROUND TARGETS

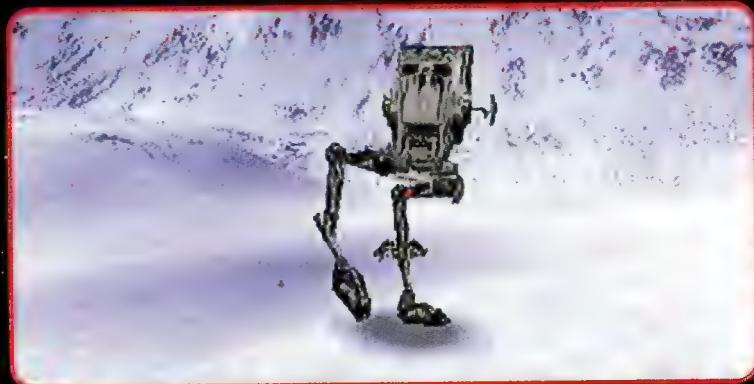
At only 40 enemies, the required hit count for Sullust may seem low. But because the transmitters account for only twelve hits and the capacitor columns provide just a few more, you will need to annihilate a couple dozen Imperial targets to grab the gold. The TIE fighters fly circles around a Y-wing, so don't waste time on chasing one down just for a single hit. Instead, bomb missile turrets and turbolasers as you descend upon transmitters. You can spare only a few bombs, so you'll have to rely on laser fire for the rest of your hits. Try flying low to the ground between transmitters and knock out a few helpless AT-STs along the way. If you have collected the advanced blasters, cannon fire will easily destroy ground targets such as turbolasers. The Imperial landing site cannot be destroyed, so don't squander any bombs on it, but remember that shooting the landing pad a couple times as you fly by will bump up your accuracy rating.



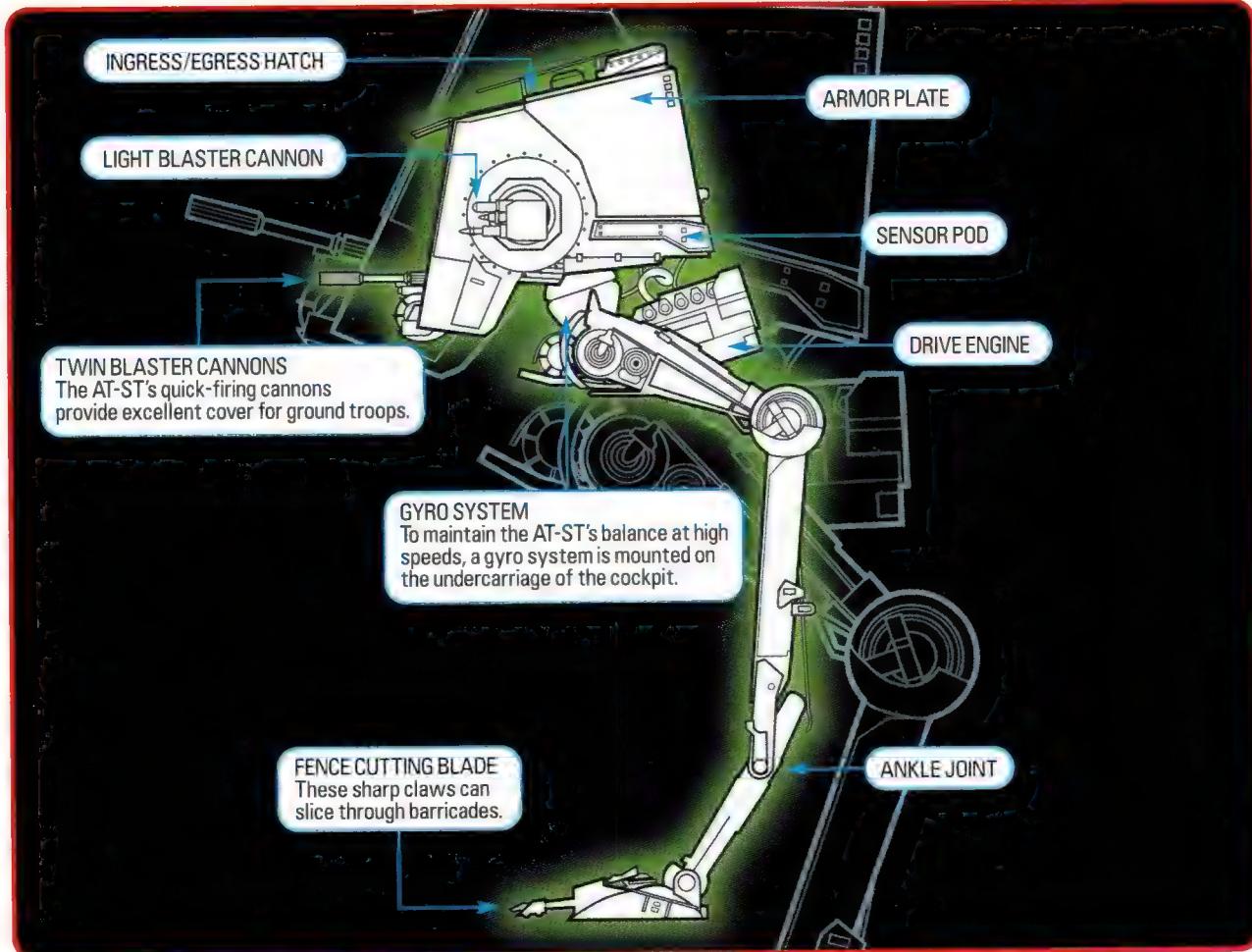
AT-ST



The most critical component of any Imperial ground campaign is the AT-ST. The fast-moving AT-ST, armed with multiple laser cannons and a concussion grenade launcher, provides reliable cover for ground troops. Two Imperial troops staff the AT-ST: one pilot and one gunner. The vehicle earned its nickname "chicken walker" from its two-legged design. The AT-ST's thin, flexible legs allow it to reach speeds up to 90 km/h over level terrain. Its skinny legs were the AT-ST's undoing, however, in the Battle of Endor. On the forest planet's uneven ground, Ewoks used simple traps made of rope or logs to trip up the unstable vehicle.



CLASS	Imperial All Terrain Scout Transport Walker
SIZE	8.6 m tall
SPEED	90 km/h
CAPACITY	2 crew, 200 kg of cargo
WEAPONS	1 twin blaster cannon, 1 light blaster, 1 concussion grenade launcher



CHAPTER THREE

STAGE 15: MOFF SEERDON'S REVENGE

The Imperial activity on Sullust is only a diversion. Moff Seerdon is raiding the Alliance's bacta supplies on Thyferra. Bacta is essential for medical treatment, so these supplies must be protected at all costs.





...REPEAT, DO NOT RETURN TO BASE. PROCEED IMMEDIATELY TO THYFERRA. YOU MUST PROTECT THE ALLIANCE'S BACTA SUPPLIES AND ELIMINATE ALL IMPERIAL FORCES. INTELLIGENCE INDICATES THAT MOFF SEERDON HIMSELF IS LEADING THIS ASSAULT. IF YOU FIND HIM, GIVE HIM ONE FOR ME!

MISSION OBJECTIVES

- PROTECT THE BACTA CONTAINERS
- AVOID CIVILIAN CASUALTIES
- DESTROY ALL IMPERIAL BUNKERS, FIGHTERS AND BOMBERS
- LOCATE AND DESTROY MOFF SEERDON

MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	7:30	6:30	6:00
ENEMIES DESTROYED	45	45	45
ACCURACY	10%	20%	30%
FRIENDLY SAVES	40	47	55
BONUS COLLECTED	0	0	1

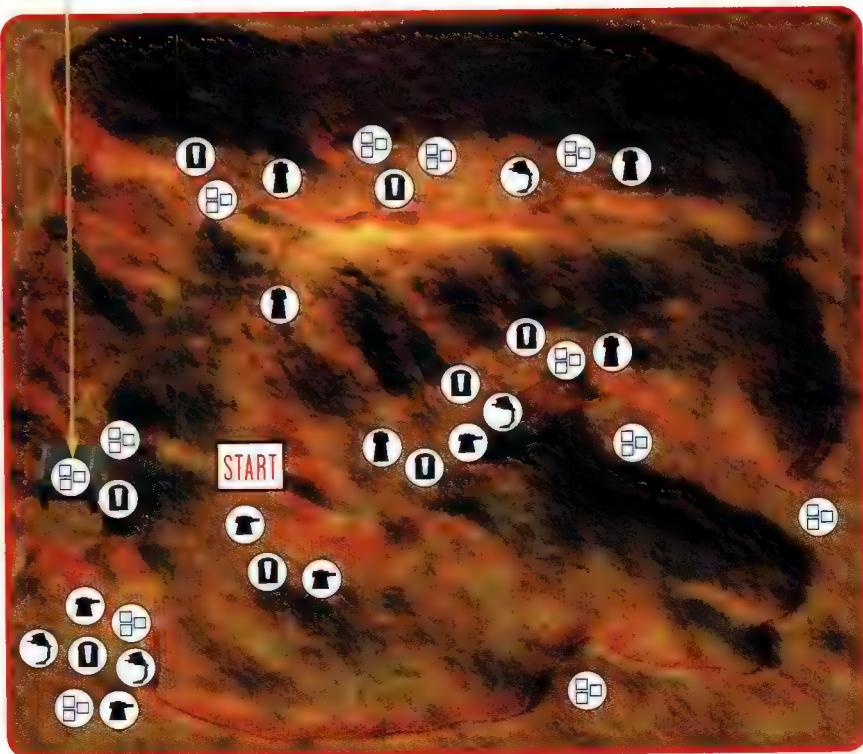


WORK FAST, FLY SMART

The key to this mission is speed and firepower. If you didn't collect the advanced blaster technology on Taloraan, you'll have a tough time defending the precious bacta from the greedy Moff Seerdon. When you begin the mission, take out the missile turret dead ahead, then dive into one of the valleys on either side. Take out all the Imperial units (including the bunkers) in a given area before you move on. If too many bacta tanks are destroyed, the mission will end in victory for the Empire.



SEEKER CLUSTER MISSILES



AT-ST



BUNKER



BACTA CONTAINERS



TURBOLASER



MISSILE TURRET

PROTECT THE BACTA CONTAINERS

Time is definitely not on your side on this mission. The longer you take, the more bacta is destroyed. Keep in mind, however, that the stone bacta tanks in the lower-right corner of the map can withstand much more punishment than the standard metal tanks. Your radar may direct you to this area in the middle of the mission, but if you wish, you can save it for last. As soon as you enter this area, a TIE interceptor will likely drop in behind you. The bombers will ignore you anyway, so don't hesitate to break away from them to deal with the interceptor.



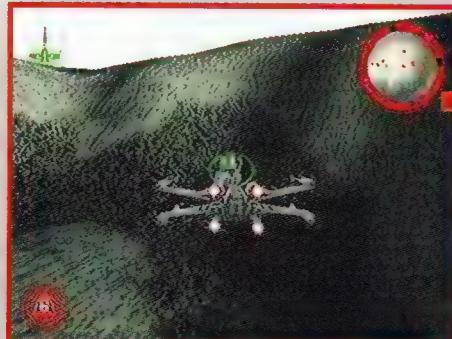
AVOID CIVILIAN CASUALTIES

There's a civilian settlement in the lower-left corner of the map that you must protect. There are two turbolasers and two AT-STs in the area, so expect a lot of ground-level fire. To avoid civilian casualties, attack from high up. If you swoop in low, chances are civilians and bacta tanks will be caught in the crossfire. In addition, we recommend using an outside view in this area. In the Cockpit View, it's easy to misjudge distances while turning, and you might rip through a bacta tank with a wing accidentally.



SWING LOW, SWEET X-WING

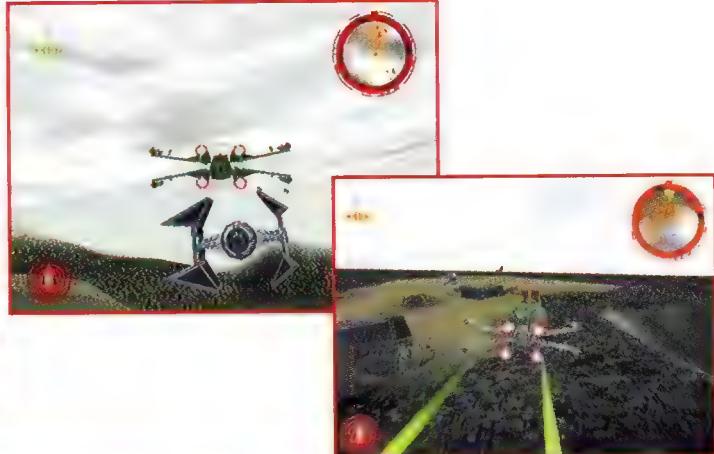
The missile turrets are the biggest threat early in the mission. Stay below the tops of the hills to avoid being targeted by more than one turret at the same time. Once again, you should attack the turrets head-on and try to destroy any missiles as they are fired. If you swing from side-to-side very quickly, you may have a better chance at hitting a missile just as it's leaving the launch tube.



Swoop toward a turret, center your lasers on it, then swing back and forth very quickly as you fire continuously. This tactic isn't foolproof, but it may save you a hit or two.

DESTROY ALL IMPERIAL UNITS

When there are multiple targets around you, the missile turrets and the AT-STs are your top priority. Save your torpedoes for the AT-STs and use blasters on all other targets. It's better to clear out an area completely before you move on, but leave the bunkers for last. In some areas, a TIE interceptor will target you specifically, but you can usually ignore them until the turrets and AT-STs are toast.



LOCATE AND DESTROY MOFF SEERDON

Once you've destroyed all other Imperial units, Moff Seerdon will arrive in his modified shuttle. Accelerate away from him, turn, target him with your seeker proton torpedoes, then fire as soon as you have a lock. Fire your blasters when you get close (beware Seerdon's seek-



er torpedoes), then veer away and repeat. Close your S-foils if you need more speed, then open them as you turn around. After a few hits, Seerdon's shuttle will slow down, and you may be able to maneuver behind it for a few well-placed blaster shots.



 R2 R-AND-R

Chances are your final enemies before the showdown with Seerdon will be a few TIE interceptors. If your shields are damaged, you can let one interceptor go until your shields repair themselves. Any delay will probably take you out of the running for a medal, but you'll be in better shape for the final battle with full shields.



Remember that once your damage icon is blinking red, your shields are too far gone and they won't regenerate.





GOLD MEDAL STRATEGIES

HIDE-AND-SEEKER

The seeker cluster missiles are in a lone bunker on the left side of the map. Do not leave them for last; otherwise, the cinema scene may cut in before you can collect the technology icon, and you'll have to grab it while Seerdon is chasing you.



When you blast the bunker, be careful not to take out a bacta container at the same time.

IMPERIAL TIMETABLE

To help you complete this mission most efficiently, we've divided the map into different sectors. Follow the route shown and clear out each sector completely before you move on to the next. Be sure to collect the Imperial technology before you destroy the last TIE interceptors. To fall within the gold medal time limit, you should clear out all Imperial units at about the four-minute mark. This will leave you a full two minutes to destroy Seerdon's shuttle.



START



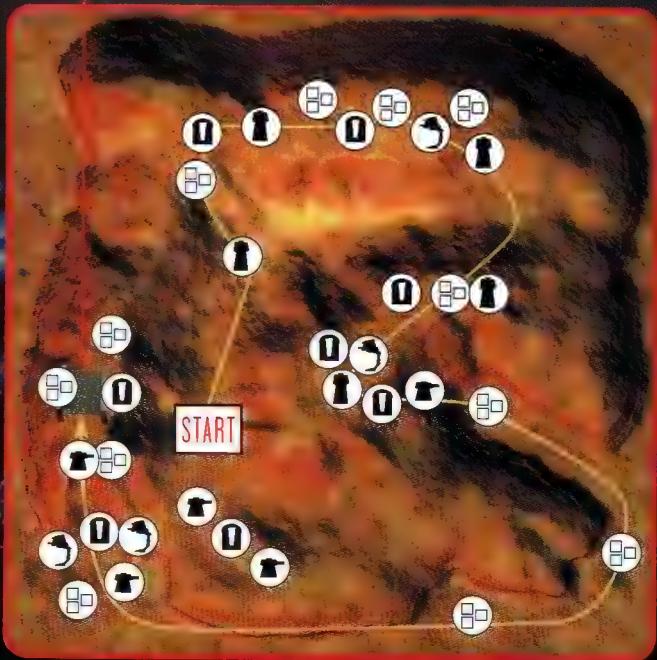
DESTROY GROUND UNITS BY 3:30



DESTROY LAST AIR UNITS BY 4:00



SEEKER CLUSTER MISSILES



With a bit of skill and luck, you'll have about two minutes to deal with Seerdon. It's better to attack his shuttle from a distance, rather than to go wing-to-wing with it.

V-WING



After the defeat of the Emperor, the Alliance evolved from an offensive force into a defensive Republic. To protect newly-independent planets

from Imperial threats, the need arose for an atmospheric fighter. The designers of the B-wing developed a new light-combat airspeeder, the V-wing, to serve as planetary defense units. Using dual ion afterburners and repulsorlift engines, the V-wing can reach 1,000 km/h. At this speed, a scramjet engine can boost the fighter an additional 400 km/h for a limited time. The designers of the V-wing sacrificed shields for speed, and a direct hit from a heavy weapon will down the craft.

**CLASS**

Slayn & Korpil V-wing Airspeeder

SPEED

1,400 km/h

CAPACITY

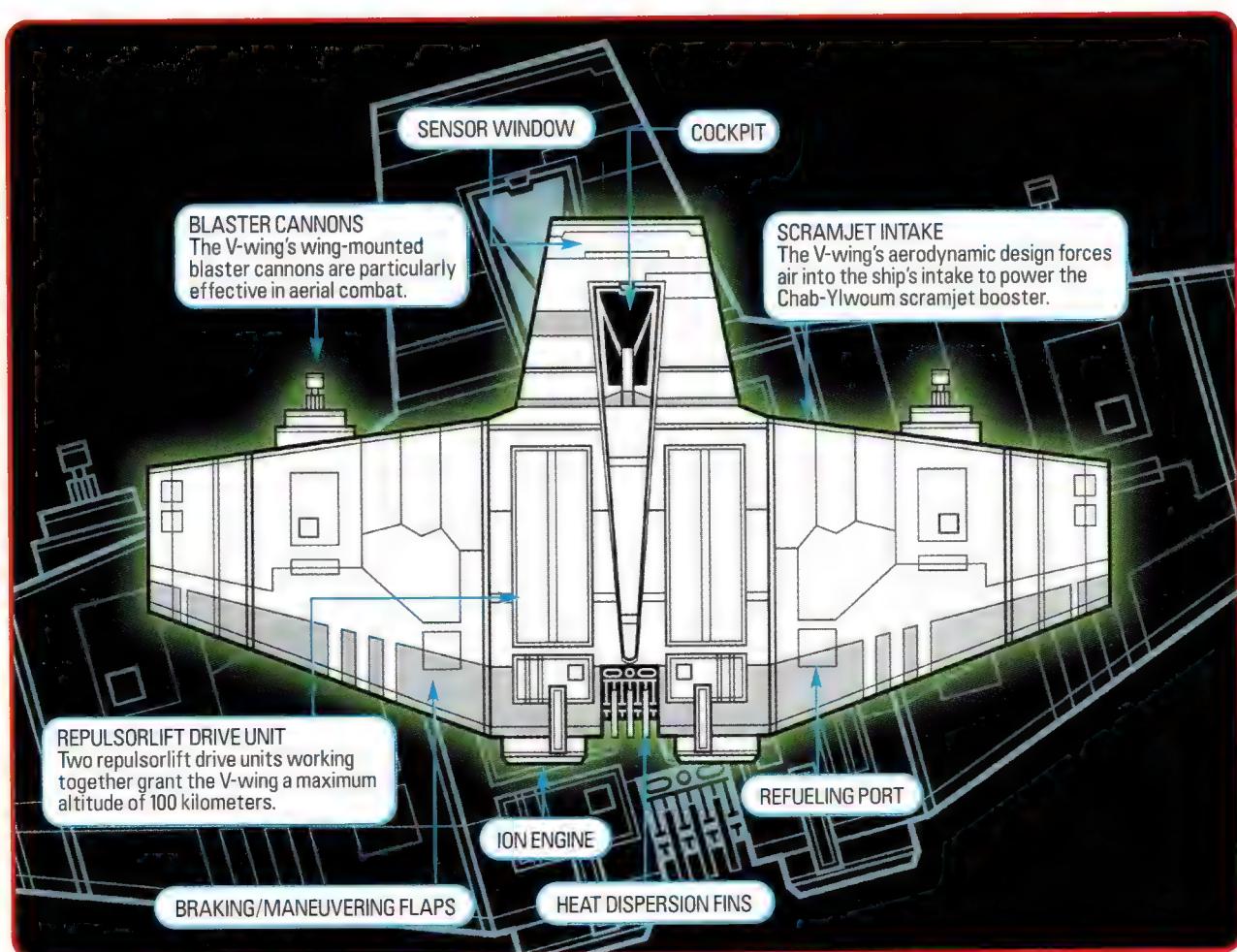
1 pilot

WEAPONS

2 blaster cannons, 1 cluster seeker missile launcher

DEFENSES

2 shield generators



CHAPTER FOUR

STAGE 16: BATTLE OF CALAMARI

Luke Skywalker is no longer with Rogue Squadron, choosing instead to pursue his Jedi studies. Wedge Antilles is now squadron commander, leading his pilots to victory in many battles for the fledgling New Republic.





LISTEN UP, ROGUES. THE REMNANTS OF THE IMPERIAL NAVY HAVE REUNITED UNDER A MYSTERIOUS NEW LEADER. THEY'RE LAUNCHING A STRIKE AT MON CALAMARI, A MAJOR PRODUCER OF CAPITAL STARSHIPS FOR THE NEW REPUBLIC. LET'S END THE IMPERIAL THREAT ONCE AND FOR ALL!

MISSION OBJECTIVES

- DESTROY THE WORLD DEVASTATORS
- PROTECT THE CITY

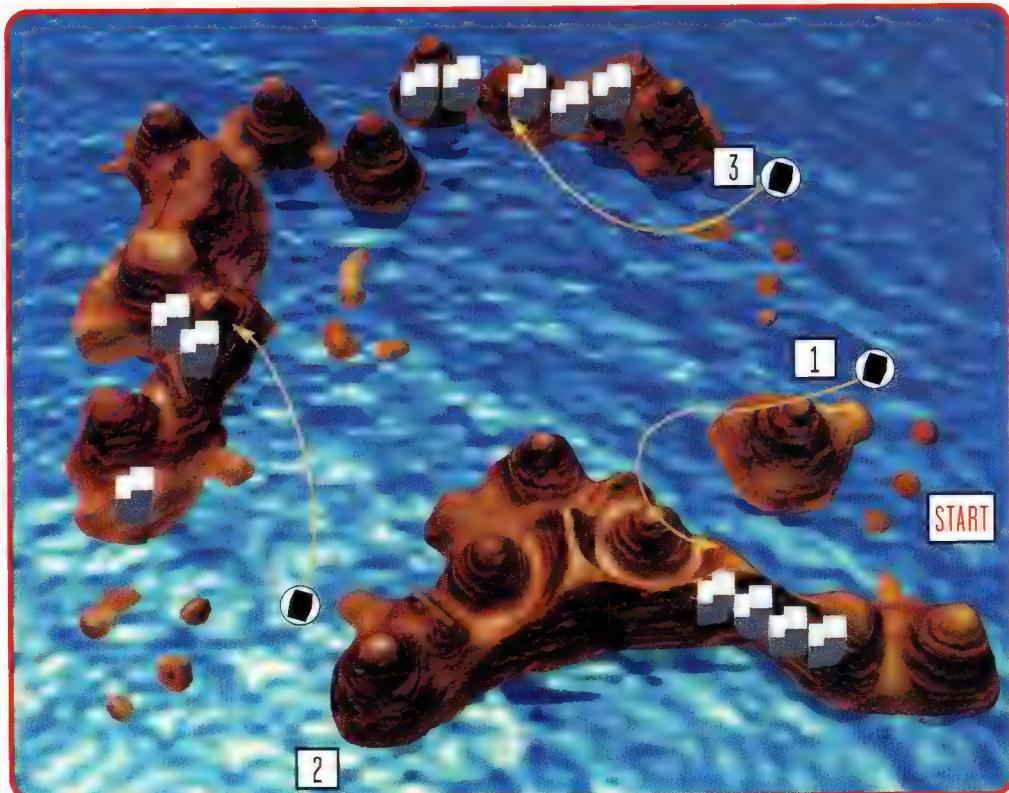
MEDALS

	EMPIRE	SWATP	BOLD
COMPLETION TIME	7:00	6:00	5:30
ENEMIES DESTROYED	24	24	24
ACCURACY	20%	20%	25%
FRIENDLY SAVES	80	84	87
BONUS COLLECTED	0	0	0



DESTROY THE IMPERIALS BEFORE THEY FRY THE PLANET

The clone of Emperor Palpatine has brought three World Devastators to this planet, each escorted by a full squadron of droid-controlled TIE/D fighters. The map below shows the path that each Devastator will follow to its target city. You must take out these lumbering hulks and their escorts in order from one to three, as shown. After you flame each Devastator, follow your radar to its target city. Be sure to bring down all the TIE/D fighters you find there before you move on to the next threat. The buildings on Mon Calamari are particularly fragile, so check your fire. If you or the Imperials cause too much damage, your mission and your brilliant career will go up in flames.



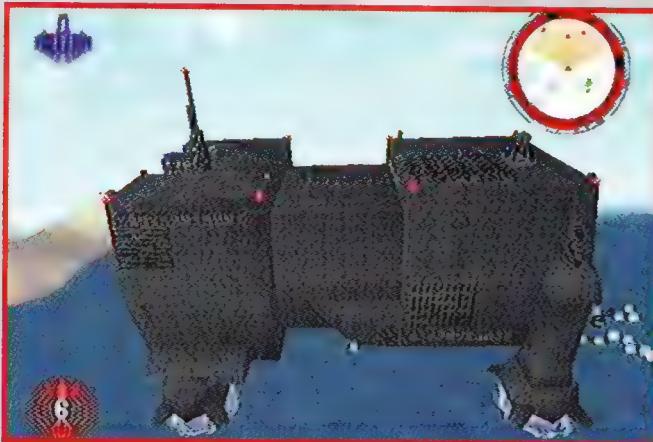
The map shows the paths of the World Devastators as they consume Mon Calamari. You can attack them only in the order shown, because the next Devastator will not appear until the previous one has been disabled.

O WORLD DEVASTATORS



THE WORLD DEVASTATORS

At this point in time, a clone of Emperor Palpatine is trying to retake control of the galaxy. His principal weapons in the conflict are the World Devastators. In their own way, the Devastators are as terrifying and destructive as the Death Stars. They can strip away a planet's crust and use the raw materials to construct weapons and vehicles, including other Devastators. They are shielded and heavily armed, but like the Death Stars before them, the Devastators are vulnerable to attack by snub fighters.



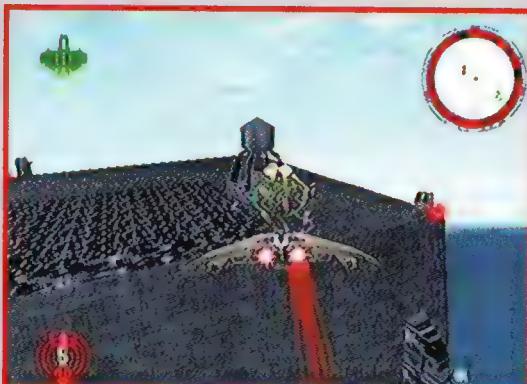
TRACTOR BEAM

As the Devastator glides along, a huge tractor beam vacuums up the planet's crust. The raw material is deposited into a molecular furnace and broken down into usable elements. These elements are then used to manufacture weapons, vehicles and new components for the Devastator itself. The tractor beam is powerful enough to suck in a small fighter, and scores of hapless pilots have literally become part of the Imperial war machine.



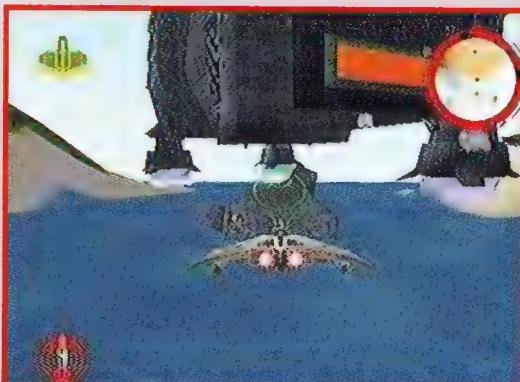
SHIELD

A shield generator mounted on the upper hull of the Devastator provides its primary line of defense. The generator is vulnerable to missile or blaster fire at close range only.



LEG JETS

While the Devastator is equipped with hyperdrives and ion engines for deep space travel, it utilizes four massive repulsor drives for propulsion in a planetary atmosphere.



DESTROY THE WORLD DEVASTATORS



The key to destroying a World Devastator is to take out its shield generator first, using a volley of missiles followed by two or three rapid-fire cannon bursts at close range. (If you have advanced blasters, your cannons alone should do the trick.) Now destroy two leg jets on the same side of the craft. If you destroy ones that are diagonally across from each other, the Devastator will still be able to fly.



FROM BAD TO WORSE



The first Devastator seems to be equipped with more seeker missiles than the others. Many pilots lose their first ship before they can take out the shield.



Try to take out each Devastator in just two passes, using the first pass to bring down the shield and the second to take out the leg jets. The first Devastator seems to be the most powerful. Even the best of pilots are often shot down before they can destroy the shield generator, so don't be shy about using your missiles on the first pass. While the second and third Devastators seem weaker than the first, they have much more TIE/D fighter support.



PROTECT THE CITY

Destroying the TIE/D fighters is just as important as taking out the Devastators, and you should try to save a few seeker cluster missiles for this task. At the first target city, you'll find just four or five fighters. You'll encounter at least that many over the second target city, and you should keep a sharp eye out for a second wave, too. While it doesn't always happen, a stray fighter or two may pop up at the second city even after your radar directs you toward the third Devastator. At the third target city, you'll battle against two full squadrons of fighters, one after the other.



MAXIMIZING YOUR MISSILES

As you approach a target city, hang back for a moment and position yourself so that there are as many enemy fighters on screen as possible before you fire. This way, you won't waste an entire volley of missiles on just one or two enemies. You may even be able to take out an entire squadron this way! If you're out of missiles or you want to save them for later, the enemy fighters at the first and second cities usually follow set flight paths. Instead of chasing after an enemy ship, position yourself so that it will cross right in front of you. You can then pick it off easily with rapid laser fire.





GOLD MEDAL STRATEGIES

THE ULTIMATE FIGHTER

The A-wing is quick and maneuverable and the X-wing is a true powerhouse, but the V-wing is the premiere fighter for this mission. It should be outfitted with all available upgrades, including advanced shields, advanced blasters and seeker cluster missiles. If you don't have these vital technologies, you should revisit the earlier stages to pick them up.



ADVANCED SHIELDS



PAGES 38 & 41

The V-wing's standard shields aren't very powerful, and even if you collect the upgrade, you should practice your evasive maneuvers. The V-wing makes up in speed what it lacks in defense, so if you're ever in a desperate situation, just hit the boosters to escape.



ADVANCED BLASTERS



PAGE 69

Advanced blasters, coupled with the V-wing's rapid-fire capabilities, will make short work of the Devastators and their TIE/D escorts. Remember to "pulse" your shots to avoid burning out your cannons. If they do burn out, let them cool for a few seconds before trying them again.



RETURN OF A JEDI

Using seeker cluster missiles to take out groups of TIE/Ds is the key to finishing the mission within the time limit. You can't, however, carry more than a few at a time. The solution? When you run out of missiles, crash on purpose. Make your first six missile packs last until you've destroyed the enemies at the second target city, then do a header into the mountain. You'll pick up where you left off with a new ship and more missiles. You should have enough to finish off the last Devastator and its TIE/Ds, provided you use them wisely. What about your third ship? Hold it in reserve, just in case.

SELECT YOUR CRAFT

PRESS FOR CRAFT DESCRIPTION



V-WING

GOLD MEDAL: SEEKER CLUSTER MISSILES

SEEKER CLUSTER MISSILES



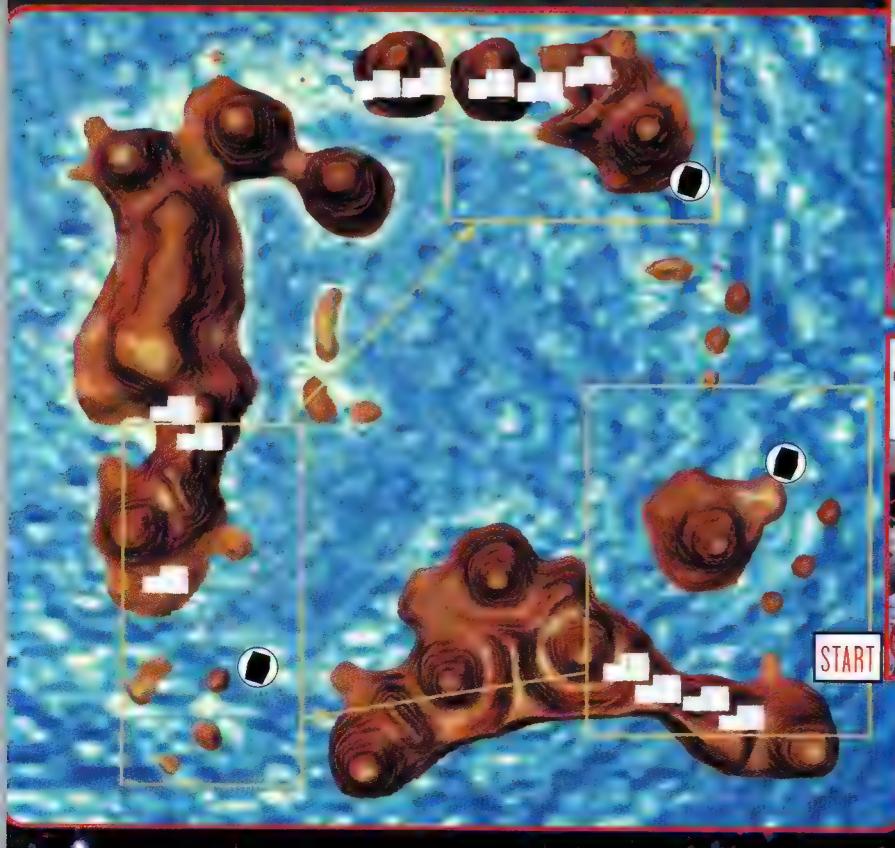
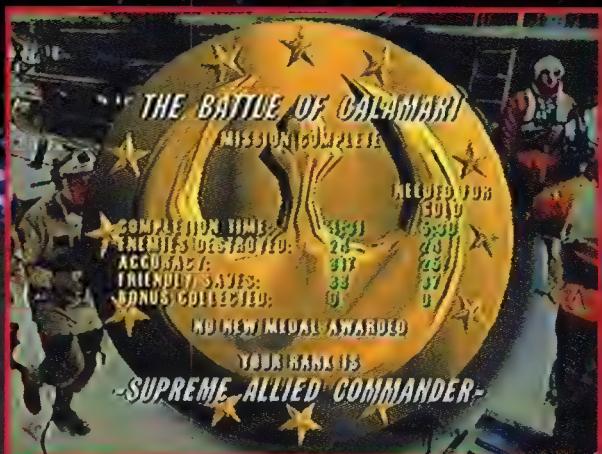
PAGES 90 & 93

While the seeker cluster missiles aren't necessary for fighting the Devastators, they're invaluable for taking out the TIE/Ds quickly and efficiently. Without them, you'll be hard-pressed to meet the time limit for the gold medal.



UNDER FIRE AND UNDER THE WIRE

As in your showdown with Moff Seerdon, time is your greatest enemy in the Battle of Calamari. The longer you take, the more damage the Imperials will cause. Although you have a full five minutes and 30 seconds to complete the mission, if you go much over four minutes and 30 seconds, you likely won't have enough friendly saves to qualify for the gold medal. You should destroy the first Devastator and its escort squadron within one minute and 30 seconds. Then destroy the next Devastator and clear out the fighters over the second target city at two minutes and 30 seconds into the mission. If you can finish off the last Devastator by three minutes and 15 seconds, you'll have more than a minute to shoot down the last TIE/D squadrons.



The longer you take, the more buildings the Imperials will destroy. If you go past the 4:30 mark, chances are you won't qualify for the gold medal.

TIE/D FIGHTER

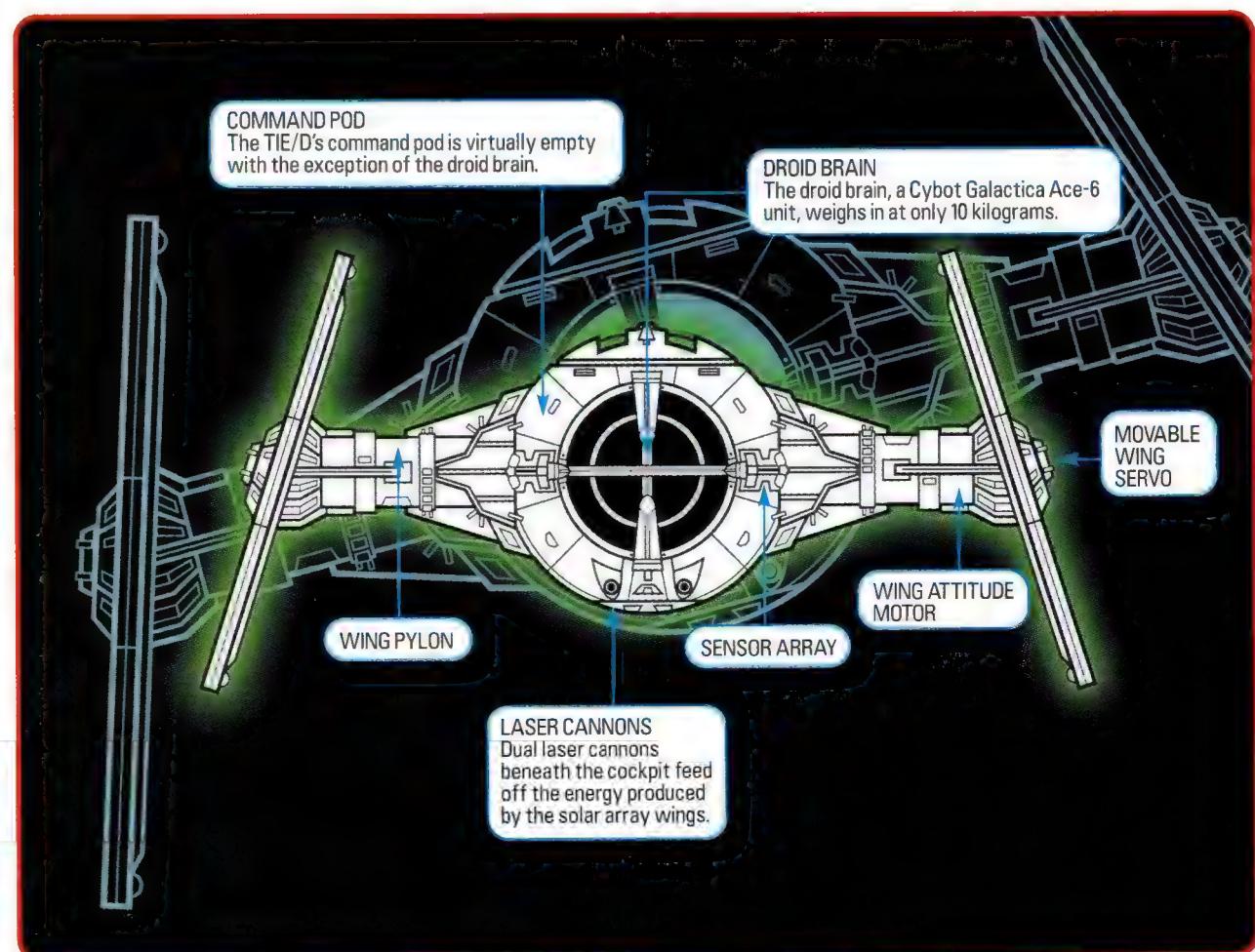


After the fall of the Empire, the number of qualified pilots signing up for Imperial duty dropped significantly.

To augment its fleets of starfighters, the Empire created the automated TIE/D fighter. The TIE/D is modeled after the highly successful TIE fighter class of ships, using the standard TIE pod but equipped with rectangular solar array panels for maximum energy generation. The droid brain is supposed to mirror the performance of a human, but battle results still reflect the superiority of an organic pilot. The weight saved by the absence of a pilot allowed designers to increase the fighter's shields.



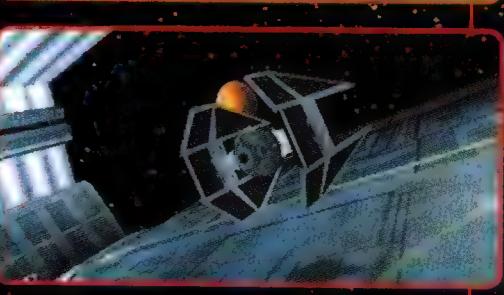
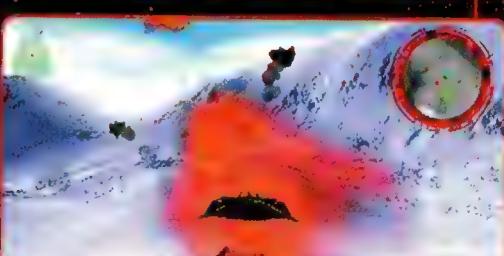
CLASS	Sienar Fleet Systems TIE/D fighter
SIZE	6.3 m long
SPEED	100 MGLT
CAPACITY	1 droid pilot
WEAPONS	2 laser cannons



CHAPTER FIVE

HIDDEN STAGES AND SECRET CODES

By winning medals in the first 16 missions, you can unlock some of Rogue Squadron's other adventures. Win 16 bronze medals to open up Beggar's Canyon, 16 silver medals to unlock the Death Star Trench Run, and 16 gold medals to activate the Battle of Hoth.





BIGGS AND I USED TO THINK WE WERE PRETTY HOT STUFF, SHOOTING THROUGH BEGGAR'S CANYON IN OUR T-16S, BUT I SUPPOSE THAT WOULDN'T BE A CHALLENGE AT ALL FOR THE ACE PILOTS OF ROGUE SQUADRON. I'LL BET YOU THREE COULD THREAD THE STONE NEEDLE EASILY!

MISSION OBJECTIVES

WIN THE RACE

MEDALS

COMPETITOR

Zev

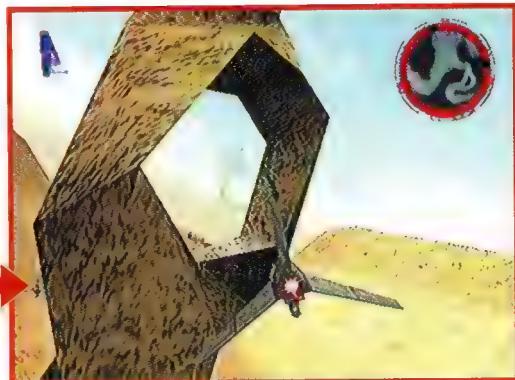
Dack

Wedge



EYE OF THE NEEDLE

Before joining the Rebellion, Luke wasted afternoons by shooting through Beggar's Canyon in his Skyhopper. During some of Rogue Squadron's down time, Luke challenges his fellow pilots to a friendly race through the winding canyons of his youth, just to keep them on their toes. The goal is simple: Cross the finish line first. Zev, Dack and Wedge will split up, each one taking a different path through the canyon. You can choose any path you wish, and if you win, you'll receive a medal. Just watch out for the Stone Needle just before the finish line.



The hole through the Stone Needle is just large enough for your skyhopper. Passing through the needle is not necessary to win, but if Luke can do it, surely you can, too!



GROUND RULES

This is a friendly race, so there are a couple of ground rules. First of all, you must stay below the canyon walls. If you fly above them for even a moment, you'll be disqualified. Second, you're not going into combat, so blasters are strictly forbidden. The T-16s can withstand only two or three hits, and you wouldn't want the Rebel Alliance to lose any pilots, now would you? The T-16 accelerates and brakes just like any of the combat craft you've been using, and it can turn on an Imperial credit. Now open'er up and see what she's got!

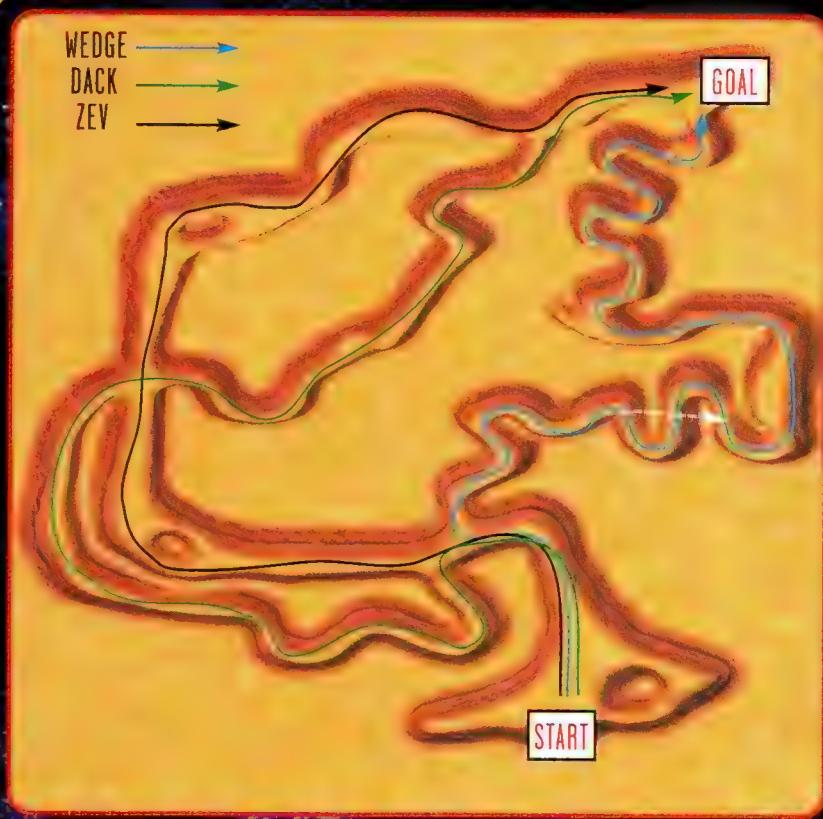




GOLD MEDAL STRATEGIES

LAST ONE'S A WOMP BAT

You can race against Zev on the easy route for a bronze medal, Dack on the medium route for a silver medal and Wedge on the hard route for a gold medal. On the hard route, you can fly over the top of one of the canyon walls to jump ahead of Wedge. This shortcut is marked with a dotted line on the map. As long as you're not above the canyon wall for more than a split-second, you won't be disqualified. Once you're ahead, it will be very tough for Wedge to catch up.



UP AND OVER

The radar will display the route through Beggar's Canyon. Watch for the hairpin, then zip up and over the canyon wall as quickly as you can. Don't be greedy; if you try to skip over too much of the course, the other Rogues will complain and call off the race.



Wedge will likely be ahead at this point, but he won't be for long. If you're quick, he may not even see you.



GOLD SQUADRON IS GONE AND RED LEADER IS DOWN, SO IT'S UP TO US TO MAKE A FINAL RUN DOWN THE DEATH STAR TRENCH. THE TRENCH IS THICK WITH ENEMY FIRE, BUT IF WE INCREASE SPEED FULL THROTTLE, THAT SHOULD KEEP THOSE FIGHTERS OFF OUR BACKS. CLOSE IT UP, WEDGE!

MISSION OBJECTIVES

- CHASE THE IMPERIALS THROUGH THE TRENCH
- DESTROY THE POWER PLANT AT THE END OF THE TRENCH

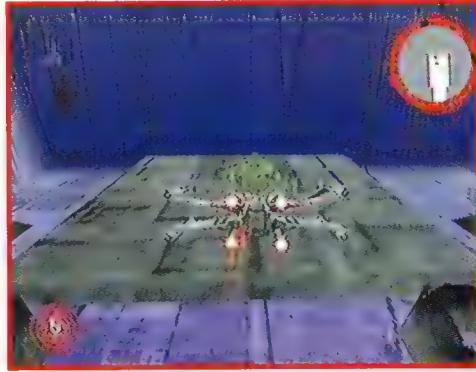
MEDALS

	BRONZE	SILVER	GOLD
COMPLETION TIME	4:00	3:30	2:45
ENEMIES DESTROYED	25	27	30
ACCURACY	50%	60%	70%
FRIENDLY SAVES	0	0	0
BONUS COLLECTED	0	0	0



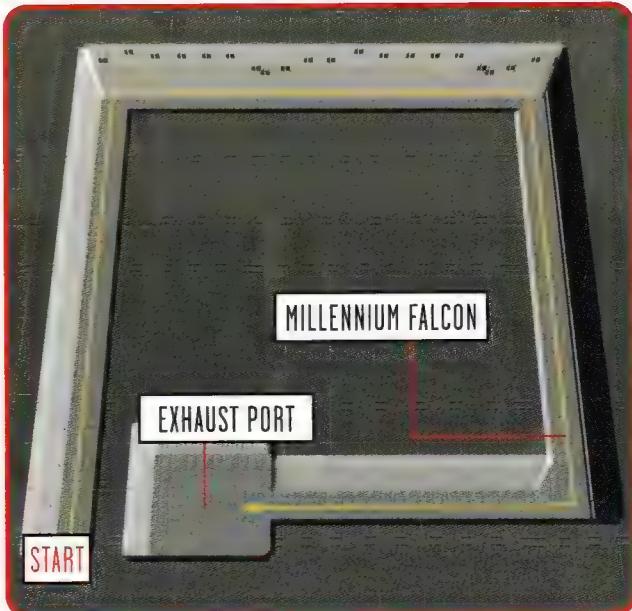
DESTROY THE DEATH STAR

This is the ultimate mission: making the run down the Death Star trench and saving the Rebel Alliance from annihilation. The mission won't unfold exactly as it did in the movie; in fact, using the Force won't work at all. You'll have to rely on your seeker proton torpedoes instead.



CHASE THE IMPERIALS THROUGH THE TRENCH

The objective says to "chase the Imperials," but if you just want to complete the mission, don't bother going after the enemy fighters or guns. Close your S-foils and zip through the trench as quickly as you can. You don't need any friendly saves to complete the mission, and your wingmen will drop back eventually anyway. Once Han joins you, you'll know you're close to the target. After you turn the last corner, be ready to open your wings and fire as soon as the target is in sight.



DESTROY THE POWER PLANT AT THE END OF THE TRENCH

After you turn the last corner, you may want to take out the last two towers, just so you won't have to worry about being shot in the back. As soon as you see the target area, clear out the guns nearest the power plant. If you don't destroy them, your targeting computer may lock on

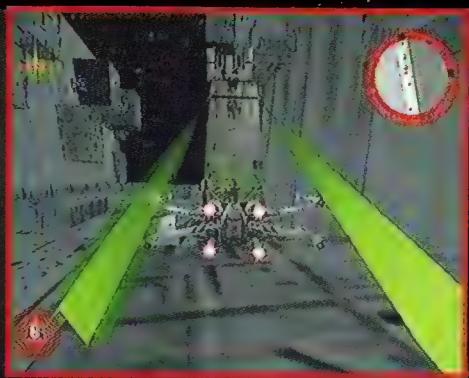
to the wrong object. Be sure to approach from a slightly higher angle; if you're too close to the surface, your torpedo may miss the target shaft. Now arm a seeker proton torpedo, and as soon as it locks on, let it fly.



GOLD MEDAL STRATEGIES

I'M GOING IN

Winning a gold medal for this mission is usually a matter of just two more hits on your tally or an equal number of seconds off your time, and this strategy might help. As you fly through the first part of the trench, press and hold the A Button to keep up your speed. You'll encounter nine guns and twelve fighters before you reach the first corner. Destroy as many of them as you can, using as few shots as possible.

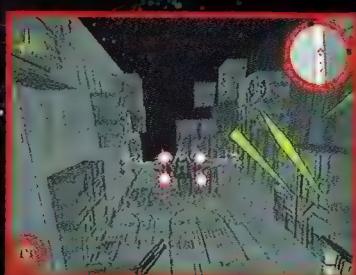
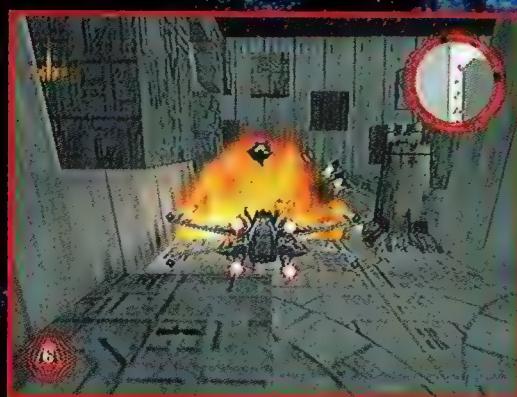


Hit percentage is another tough mark to beat on this mission. Try to fire at relatively close range and use as few shots as possible. Use proton torpedoes on the towers.

NOT THE FORCE, LUKE

After you turn the first corner, destroy the first four or five towers you see. If you think you have enough hits, you can skip the fifth tower. Then close your S-foils

and speed through the rest of the trench. If you have the time, take out the last tower before the power plant, just in case. When you reach the target area, destroy the guns nearest the plant for good measure, then take your shot.



It's all about balancing your time versus your number of hits. If you use your brakes at all in the first area or wait until after the fifth tower to close your S-foils, you'll probably be over the time limit.



NO SOONER DO WE SET UP BASE ON HOTH THAN THE EMPIRE COMES CALLING. I DON'T HAVE THE HEART TO TELL HAN AND LEIA THAT I'LL BE LEAVING FOR DAGOBAH SOON. THE ALLIANCE NEEDS MY PILOTING SKILLS, BUT SOMETHING TELLS ME THEY'LL BE NEEDING MY JEDI TALENTS EVEN MORE.

MISSION OBJECTIVES

- DESTROY PROBE DROIDS
- DEFEND ROGUE ONE FROM AT-ST ATTACK
- DEFEND THE GENERATOR FROM IMPERIAL ATTACK

MEDALS

	BRONZE	SILVER	Gold
COMPLETION TIME	6:00	5:00	3:45
ENEMIES DESTROYED	29	29	29
ACCURACY	20%	40%	60%
FRIENDLY SAVES	0	0	0
BONUS COLLECTED	0	0	0

WHEN YOU'RE HOTH, YOU'RE HOTH

This is one of the few times in which your radar could steer you wrong. After the second segment of the mission, your radar will point toward the Rebel base's shield generator and not toward the approaching threats. If you follow these instructions, however, you should be able to keep the Imperials at bay long enough for the Rebel fleet to escape into hyperspace.



DESTROY PROBE DROIDS

As soon as the stage begins, accelerate and follow your radar to a cluster of probe droids. Accuracy is important on this mission, so fire at close range. When they're all destroyed, follow your radar indicator once again. You won't go very far before a cinema scene will kick in. When the screen returns to normal, you may find yourself a little farther back than you were when the cinema scene began, but don't worry about it.



DEFEND ROGUE TEN FROM AT-ST ATTACK

Follow your radar toward Rogue Ten's downed speeder. After you cross a deep crevasse, you'll see three AT-STs to your left. Charge them one after the other, saving the one nearest Rogue Ten for last. If you have advanced blasters, you should be able to take them all out on the first pass. Once that's done, General Rieekan will cut in again, this time ordering you to defend the shield generator. Turn to the left and fly toward a gap between two mountains.



DEFEND THE GENERATOR FROM IMPERIAL ATTACK

Once through the gap, you'll see two AT-STs dead ahead. Take them out, then turn to the left. You'll see two AT-ATs and two AT-STs. Destroy both AT-ATs first, then the AT-STs. If you face the shield generator, there should be a hill to your right. Fly over it to find another AT-AT and an AT-ST in a narrow canyon. Destroy the AT-AT and the AT-ST to end the mission.



GOLD MEDAL STRATEGIES

WHAT'S UP WITH AT-AT?

In the last segment of the mission, be sure to take out the AT-ATs first. When you destroy the AT-STs, they'll leave some wreckage behind. If you destroy the AT-STs first, you'll have to wrap up the AT-ATs with your tow cable and dodge the wreckage at the same time.



IGNORE THE TROOPERS

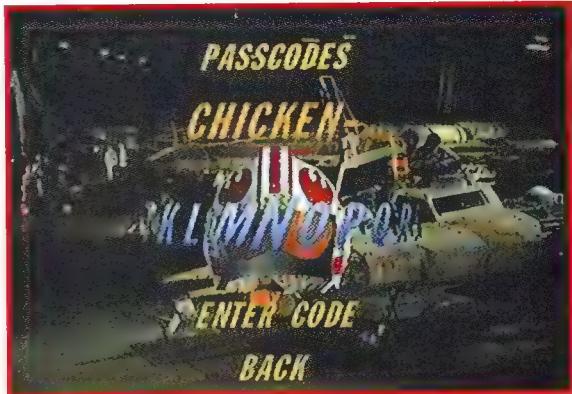
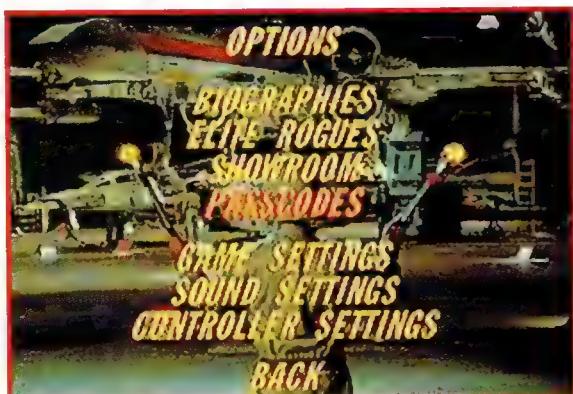
Time is very short, so don't waste it going after the stormtroopers. If you follow the battle plan and destroy just the probe droids and the walkers, you'll have just enough hits to qualify for a medal.



STAR WARS: ROGUE SQUADRON IS NEARLY OVERFLOWING WITH HIGH-FLYING GAME PLAY AND EYE-POPPING GRAPHICS, BUT THE DEVELOPERS MANAGED TO SQUEEZE IN A FEW SECRETS FOR YOUR ENTERTAINMENT.

SECRET CODES

To unlock a secret feature in the game, enter one of the following codes on the Passcodes Screen. If you've entered a code correctly, you'll hear R2-D2 blip and beep. All codes, with the exception of TOUGHGUY, MAESTRO and DIRECTOR, will reset when you shut off your game.



ACE

This code increases the difficulty level of your game temporarily. Enemies will be smarter and tougher than ever before. The effects of the code will fade when you turn off your game, so don't be shy about trying it out.



DIRECTOR

To view all of the game's cut scenes, enter DIRECTOR, then return to the Options Menu. After selecting the Showroom Screen, give a thumbs up to the At The Movies Option to let the cinematic action roll.



CHICKEN

Enter CHICKEN as your code to play a minigame that puts you at the controls of an AT-ST. You must destroy all Imperial forces in a small area. Use the Control Stick to move, press A to increase speed and press B to fire. To move the walker's head only, hold Z and use the Control Stick.



FARMBOY

By entering the code that describes Luke Skywalker before he left his simple farm life to fight for the Rebellion, you'll transform Luke from a farmboy to a cowboy and give him access to Han Solo's intergalactic hot rod, the Millennium Falcon, for select missions.



CREDITS

Using this code will start the credits sequence. You'll be able to see the names of the fine folks behind Rogue Squadron without having to play all the way through the game. It will not, however, activate an end cinema scene.



RADAR

Without the RADAR code, your ships' radars won't depict which blips are at low altitudes and which ones are at high altitudes. With the code, you'll add depth perception to your radar as targets above your ship will shine brighter on your scope.



IGIVEUP

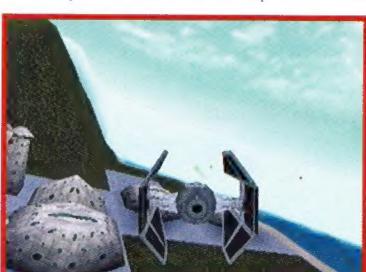
To live longer than a cat, or perhaps Yoda, punch in IGIVEUP. Granting you unlimited lives, the code will enable you to play each mission as recklessly as

an Ewok on a speeder bike (and without the hassle of being embarrassingly furry!).



TIEDUP

To fly the ship that Kasan Moor once piloted, enter TIEDUP after you've typed in FARMBOY. On select missions, you'll be able to fly a TIE interceptor. To access it,

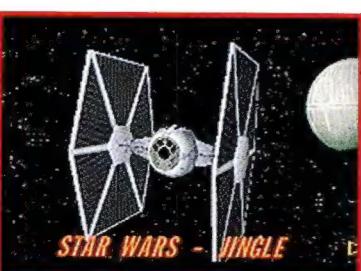


push Up on the Control Stick when you're on the *Millennium Falcon* in the Hangar.

MAESTRO

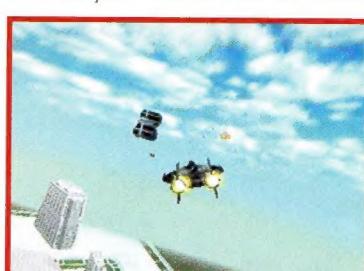
The *Star Wars* series is famous for its symphonic themes, and many of them play throughout the game. To sample the melodies, tune in to the Concert Hall on Option's

Showroom Screen after typing MAESTRO as your passcode.



TOUGHGUY

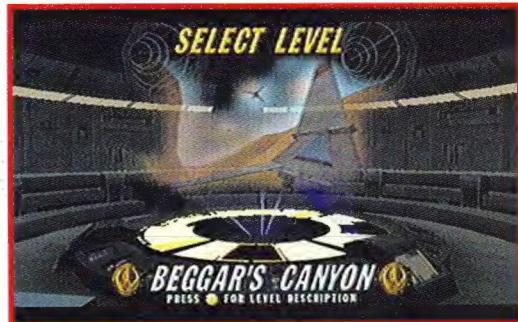
Outfitting your ships with all of the Imperial technology power-ups, TOUGHGUY will save the upgrades to all files on your Game Pak. To remove the Imperial technology from your ships, you must erase the file you want purged of upgrades.



THE ARMADA OF SHIPS AVAILABLE WHEN YOU START THE GAME IS IMPRESSIVE ENOUGH, BUT ANY SPACE COWBOY WORTH HIS SALT HAS ALWAYS YEARNED TO JOCKEY THE *MILLENNIUM FALCON*. IF YOU WANT A REAL CHALLENGE, THOUGH, SLIP INTO A TIE INTERCEPTOR AND TAKE A TASTE OF THE DARK SIDE.

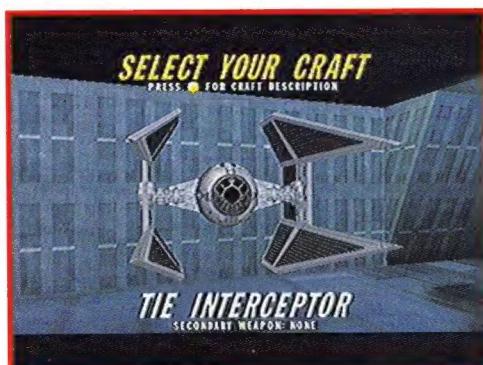
HIDDEN SHIPS

Winning medals in the regular stages unlocks hidden stages, and winning medals in the hidden stages unlocks hidden ships. Win bronze medals in all the hidden stages to activate the *Millennium Falcon* and earn all silver medals to activate the TIE interceptor. You can use these ships in any of the regular stages except those that feature the speeder. If you win all gold medals in the hidden stages, you'll be able to select any ship in any regular, non-speeder stage.



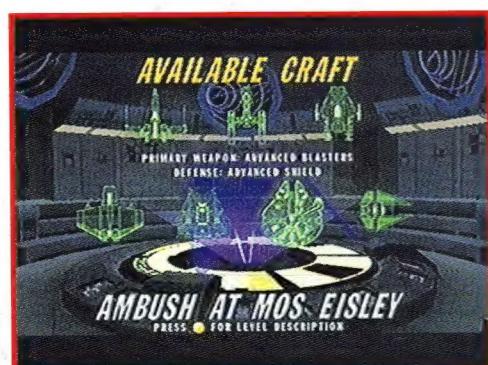
MILLENNIUM FALCON

The *Falcon* is a hot rod, but it's a big hot rod. If a mission calls for precision flying in tight spaces, go for something smaller. The *Falcon*'s blaster bolts offer an auto-targeting feature that lets you fly in one direction while firing in another.



TIE INTERCEPTOR

The TIE interceptor is one of the fastest starfighters in the galaxy, and its quad lasers pack quite a punch. It has no shields, so it doesn't seem particularly suited to many of Rogue Squadron's extended combat missions. If it's challenge you crave, however, you should give this deadly beauty a try.



ALL SHIPS

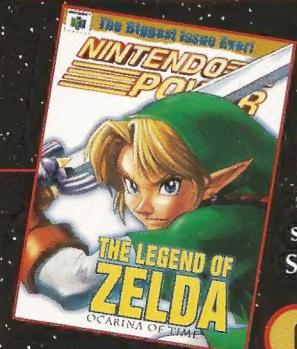
This option gives you the freedom to choose any ship in almost all of the regular stages. It isn't available for the speeder missions because most ships lack tow cables and would take too long to destroy any AT-ATs. AT-ATs are vulnerable to blasters, but it would take over 100 shots to bring one down.



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